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Mercadian Masques™

Features

Un-Masqueing Magic R&D

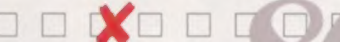
Ever wonder how **Magic** cards are created? Here's a glimpse at the process. *by Michael G. Ryan*

Graphic Novel

See what happened to the *Weatherlight* and her crew after Rath. *by Kev Walker and Scott McGough*

Card Encyclopedia

Every single *Mercadian Masques* card shown with full text.



Check List

Complete 350-card check list for both regular and foil cards.

Magic: The Puzzling

Magic puzzles return with "Spellshape Up" and "Theme Weavers." *by Mark Rosewater*



Force of Will **6**

Box 707 **8**

The Magic World **12**

BackDeck **128**

Contests

Morning Is Alive
with Flavor **8**

What Spell Are You Playing? **20**

Win the Title Match **44**



Departments

Decks & Strategy

26

Masques Strategy from the Inside

The top Mercadian Masques cards and how to use them, by Henry Stern

28

Focus: White

Top white cards and a playtest deck from lead developer Henry Stern.

30

Focus: Blue

Mark Rosewater's take on the best control cards in *Masques*.

32

Focus: Black

Designer Robert Gutschera shows us the cards that make black look good.

34

Focus: Red

You're better red than dead with these top red cards from designer William Jockusch.

36

Focus: Green

Masques lead designer Mike Elliott shows us the beef in green.

38

Focus: Artifacts & Lands

Some powerful toys everyone can play with from William Jockusch.

42

Combos

Six sure-fire combos from inside the gray walls.

45

Magic & Mayhem

A look behind the masques at the *Mercadian Masques* theme decks, by Michael G. Ryan

Top Games

100

Legendary Impact

L5R players decide the fate of the world, by Edward Bolme

102

doji shizue speaks

An interview with L5R story guru Ree Soesbee, by Wolfgang Baur

104

quick bits

Our intrepid reviewer looks at five hot new PC games, by Rick Moscatello

106

Team Fortress classic

Get more life from your *Half-Life* with TFC, by Peter Whitley

Duelist Oracle

Classic *Magic* and the Urza Block sets are the Standard now.

Duelist Price Index

Pokémon TCG and *Magic: The Gathering* prices, plus evaluating *Mercadian Masques*.

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What's in a name?

Origins. Twenty thousand gamers under one roof for four glorious days of gaming during a steamy Midwest

summer. You could almost smell the excitement. This was the event chosen for the grand unveiling of the *Wizards of the Coast Official Player's Guide*, a publication brought to you by the editors of *Duelist* magazine.

The question: How do we grab the attention of all these gamers in an exhibition hall filled with really cool stuff to see and buy? The answer was actually pretty obvious: Give away really cool stuff and show these gamers something they couldn't see anywhere else in the entire convention.

Thus was born our infamous **"Make Your Own Warmonger"** contest, where we showed **Magic** players the Warmonger card (sans text) from the *Mercadian Masques* expansion and asked them to guess the card. For the small price of listening to a *Duelist* editor talk about our new publication, every game goob that came to our booth could look at the Warmonger, enter a contest for a chance to win a box of *Mercadian Masques* boosters, and walk away with a free *Duelist* T-shirt or life counter.

Who could pass up an opportunity like this? It turns out not many could. Our booth became the talk of the convention. People recruited their friends and family to come over and get free life counters. Players even **assaulted Mark Rosewater** and other members of R&D at the Magic U.S. Nationals competition to see if they could get an inside track on the Warmonger's abilities.

It was fun to read people's guesses. Many gave Warmonger echo and boosted its power and toughness. But the *Mercadian Masques* set kicks off a new cycle, so echo is a thing of the past. Others realized this and cautioned their buddies not to use echo. Some were confused by the minotaur in the image and the "Creature—Monger" card type, so we got a lot of abilities that affected or were affected by Minotaurs, and some that only affected other Mongers.

Some people even gave us flavor text instead of ability text. (No, we're not that cruel. Players didn't have to read the mind of the flavor text author; just the minds of R&D.) My favorite submitted flavor text was: **"I harness the fire of the mind. And war ignites my soul."** Wow. Mark Craddock should apply for a job working on flavor text (or as a Hallmark greeting-card writer).

In the end, over **900 gamers entered our contest**, but Stephen Bridger of Gardenia, Ohio, came closer to the Warmonger's actual card text than anyone else at the convention. Stephen made Warmonger a 3/3 creature with "1, 2, 3: Do 2 damage to all creatures and players." To see just how close Stephen came to guessing the exact text, take a look at the foil Warmonger that came with this issue or look at our *"Mercadian Masques Card Encyclopedia,"* starting on page 58.

So what's in a name? Only what you invest in that name. Warmonger, Magic: The Gathering, Wizards of the Coast, *Duelist*. All these names have different meanings to each and every one of us. I can tell you what these names mean to me, but I can never tell you what the name means to you. I can only ask and listen to your answer. I hope you enjoy this *Wizards of the Coast Official Player's Guide*. **Tell me what you think. I guarantee I will listen.**

Will McDermott

Editor in Chief

Volume 6, Issue 10
(ISSN #1082-8621)

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ADVERTISING: Contact the *Duelist's* Advertising Sales Manager, Bob Henning, at 425-204-7262. All advertising submissions are subject to approval by Wizards of the Coast, which reserves the right to refuse any advertising for any reason. Advertisers and their agencies agree not to hold Wizards of the Coast, Inc., liable for any loss or expense from alleged wrongdoing that may arise out of the publication of such advertisements.

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United Kingdom customers, please call +0345-125-599 (in the UK) or +44-141-226-5205 (outside the UK), M-F 9:30 A.M.-6:30 P.M. Glasgow time.

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BOX 707

Horrific Halloween Edition

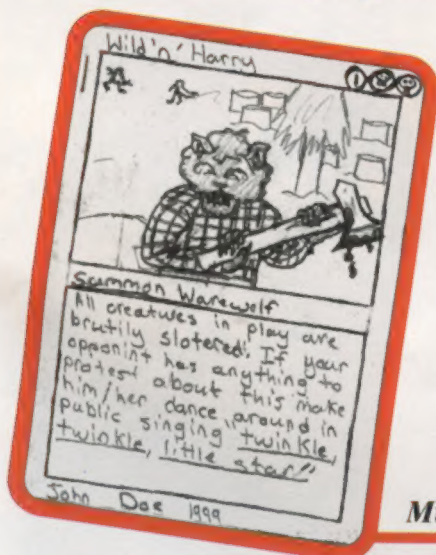
Welcome to "Box 707," the letters page that isn't afraid to tell it like it is in today's werewolf-infested forests. We're en route to our new home in TopDeck magazine, and the budget being what it is, we editors are all riding in the back of the U-Haul. Strangely enough, we found a couple of months' worth of correspondence from readers of the dearly departed *Duelist* while scavenging for food. Fortunately, we also found some expired Clamato juice, which should provide us with sustenance for the rest of the journey. Let's answer a few letters, shall we?

Wizz Kid

Just thinking that all you card Wizzes [sic] down at Wizards of the Coast might have been a little board [sic]. So just for a laugh or two here is a card I made just for fun. If you want, you could share this in *Duelist* magazine. Also I just wanted to say hey from down here in Oregon.

Sincerely,
Tyler Lewis
Age 13
Whitford Middle School, Oregon

Hey right back at ya from the cramped, stuffy confines of a speeding moving van, Tyler! Your card certainly did help break up the monotony of this endless road trip, if only for a little while. Now, if you could just get the others to stop staring at me with their dead eyes...I wonder if this has anything to do with that Clamato? Only time will tell. Man, I'm getting peckish.



But Seriously, How Do You Really Feel?

[Editor's Note: the following letter arrived complete with a shredded Pikachu card. The FBI is currently looking into the matter.]

Dear *Duelist*,
I am a full-blown **Magic** nut, but lately I've branched off, trying other games like **Doomtown** and **Legend of the Burning Sands**, but there is one TCG I won't play, **Pokémon**. I swear this is the worst card game ever created!

Have you people heard of **Pokémon Snap**? That game has possibilities—a little bit of reprogramming and instead of taking [the Pokémon's] pictures, you [incredibly horrifying description of graphic violence deleted—if you absolutely must know what was said, send us a postcard] Ha! Ha! Ha! Then I'd actually buy the game.

Pokémon Exterminator
Jacob Muehlbauer
Coon Rapids, Minnesota

P.S. Is it true that *Duelist* is stopping mailing and going on the Net only?

P.P.S. Pokémon were hurt, maimed, tortured, gutted, ripped, cut, shot, and gouged in the writing of this letter.

Ah, it's good to see that neither the manners nor judgment of the good people of Minnesota has changed since the election of Governor "The Mind" Ventura. Go Vikings!

Excuse me a moment, associate editor Michael Mikaelian is gnawing on my arm. There was definitely something screwy in that Clamato.

Might you see Wild 'n' Harry in the Nemesis set? Nah. Too tame.



Confused, But Ambitious

Dear Wizards People,
I'm a really big fan, but I just started getting *Duelist* in January. I was sent a letter about refunding [me for the rest of the subscription], but I have a **WHOLE YEAR** coming! I would love to have the *Mercadian Masques Player's Guide* and extra stuff, but I would also like a refund for the rest of my subscription. Is there a way of getting both?

I would love to have a job, so if there is any room in R&D for a 13-year-old, let me know. If you think I'm not old enough, save me a spot. PLEASE?! Thanks for all the great stuff you guys have done, and I hope it's (almost) the same on the Internet.

Sincerely,
Jeff Martin
urzamaster@aol.com

Man, what is it with the 13-year-olds this month? It's all about you, isn't it? Unfortunately, Jeff, the position of Official R&D 13-Year-Old is taken. Sorry, buddy. Still, you have raised some important questions, which will help me clear up just a bit of the confusion that has arisen over *Duelist*'s move onto the Internet (www.wizards.com/duelist) and the debut of the new TopDeck magazine. Former *Duelist* subscribers will simply have their subscriptions transferred to the new magazine on a "one-for-one" basis. That means that you've already gotten this special *Masques Player's Guide* in place of *Duelist* #42, and you'll get one TopDeck for each issue of *Duelist* you were scheduled to receive. If you have any questions or at any time just want to get a refund on your subscription, send an email to: duelist@pcspublink.com or call 1-800-395-7760.

Man, I could go for a really rare steak right now.

Obligatory Prison Letter

To: Definitely Wizards of the Coast!

My name is Sam McCune! I am in prison 'til December 1, 2002! I'm not a bad person, [I] just made a stupid mistake!

I AM A "VIDEOT!" (A Video Game Idiot) HA! HA! HA! I am working with my sister to get me a subscription to you guys! AWE-SOME magazine!

Could you send me some stuff? Paper only of course! What do I like?

Pokémon—I love Pokémon. I've got the March 1999 issue I bought for three bucks.

I was one of the best Tekken 3 players of the Tri Counties Santa Barbara/Ventura area! That's right! Others think they can play. They use Paul Phoenix and try to reverse everything! HA! HA! HA! "Have a seat!" I say! "Fork over the \$10 bet, dude! I am Pikachu! You are Diglett! Yeah!" I use all of the fighters. You know, Heihachi Mishima is real good too, but I never liked [the] law too much.

BACK TO ME! I have more hookups for ya! Mucho business like crazy! Stick with me! I've owned an arcade and an amusement company with my buddy Steve. He likes

D&D and all the crazy computer software. My buddy Willie? Well, you guys would love him. I will give all of 'em your hookup. Like I said, "Mucho Business!"

Keep in touch,
Sam McCune
M.C.S.P. [Memorial City State Prison,
I'm guessing—Ed.]
lone, California

P.S. I love making up my own games! I also have a gnarly invention! I will explain later! Thanks!

Um...and that about wraps it up for this month, boys and ghouls! If my light-headedness and shortness of breath is any indication, I'm just about out of air back here, and man-oh-man am I hungry. I'm going to attempt to pry the rear door of this truck open with the mysteriously severed, seasoned, roasted-to-perfection, and half-eaten arm of recently deceased managing editor David Noonan. Assuming this all works out, we'll see you at our new permanent home, TopDeck magazine, the first week in November. Happy Halloween!

The Morning Is Alive with Flavor Text Contest

You play **Magic**, **Doomtown**, **Legend of the Five Rings**, or perhaps even **Pokémon**. You've read more flavor text than the people who make the cards.

But can you make us bust a gut?

Join us with the funniest, wildest, and most creative flavor text submissions. And with a chance to win a look at the winning submissions board!

Send your text on a postcard to

TopDeck Alive with Flavor Contest—441 PO Box 707, Renton, WA 98057.

Multiple entries accepted, but keep it to one submission per postcard (and it has to be a postcard—y'all stop putting index cards into envelopes, already). 20 words max. Submissions must be received by October 31, 1999. Open only to Canadian and U.S. residents (except Quebec and Rhode Island). Winner will be chosen by a completely arbitrary panel of zombies. Grrrr.



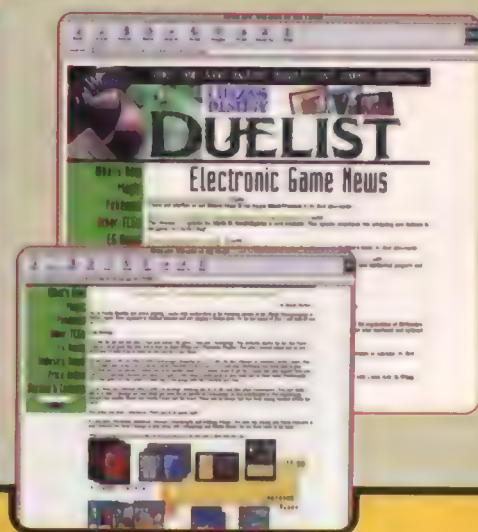
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before it's too... OH MY GOD
WHAT'S THAT ON YOUR
SHOULDER?!



Comments? Questions? Gray matter?

TopDeck is going to be needing something snappy to put into the front of the magazine, and darned if we know what to put there now that we've Clamatoed our way into the legions of the living dead. Send your letters, combos, and brains to:

**TopDeck Magazine—P.O. Box 707,
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See the BEST in ACTION



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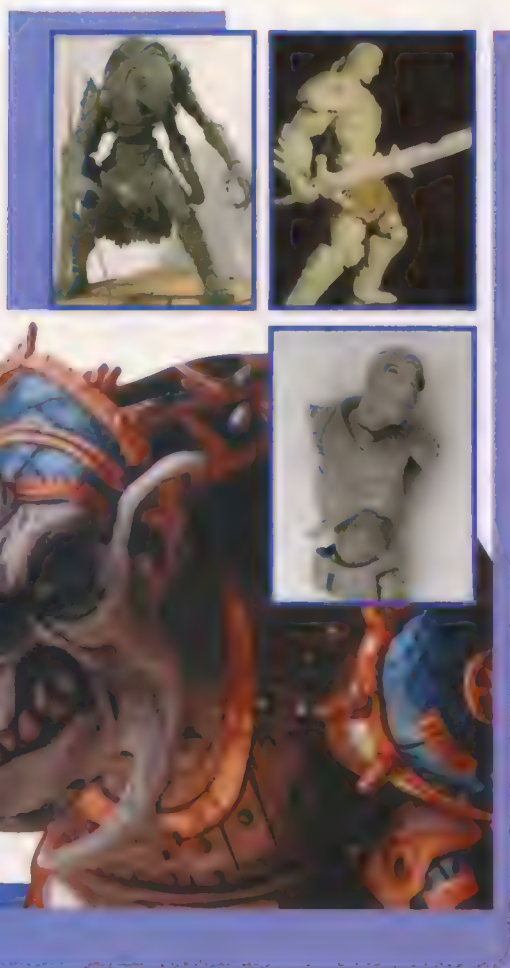
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October and November

The Magic World

Gear and Goodies



ReSaurus to release Magic action figures

ReSaurus is currently scheduled to release three series of action figures based on the **Magic: The Gathering** trading card game. Series 1, scheduled for release in early fall 1999, will be distributed exclusively by Diamond and will be available only in comic and hobby specialty stores. Series 2 (winter 1999) and 3 (early 2000) should see more mass-market distribution in addition to the core markets.

The first series consists of Serra Angel, Talruum Minotaur, and Orgg. Each figure comes with accessories (Orgg, for example, comes with a mace, a goblin grenade, and a hammer of Bogardan, while Talruum Minotaur comes with battle blades, an axe, a crystal sword, and a grinning totem) and will have a suggested retail price between \$13 and \$15. Paint variants of each figure will be produced but will be distributed only to very specific locations and, in general, will be extremely rare.

Series 2 currently consists of Dakkon Blackblade, Juzâm Djinn, Soldevi Golem, and Cateran Overlord. As with the first series, each figure will have accessories (Juzâm Djinn will come with a dancing scimitar and a city in a bottle), and paint variants of each figure will be available in limited quantities. Only Crovax is confirmed for Series 3, though there will be four figures in that series. For the latest news about these action figures (and any others to come), check out www.wizards.com and follow the link to **Magic: The Gathering** for the action figures by ReSaurus.

High Adventure in Mercadia

What's up with the Magic backstory?

The mission to rescue Captain Sisay was successful but fraught with losses. In a last-ditch effort, Mirri the cat warrior sacrifices herself to give the crew enough time to escape from the Stronghold. The *Weatherlight* hurtles through the sky, escaping from the Phyrexian flagship *Predator* through an open-ended portal on the outskirts of Rath. None of them knows where they'll end up. They only know they have to get out of Rath and back to Dominaria.

Out of control and badly damaged, the ship crashes on the open plains of a mysterious new world. This is the least of the crew's problems. The powerstone core that allowed the *Weatherlight* to planeshift became cracked when they were in Rath, and they have no way to repair it—so they have no way to get home. Gerrard, Sisay, Tahngarth, and Hannah have been placed under arrest. And to make matters worse, the ship itself has been stolen—with

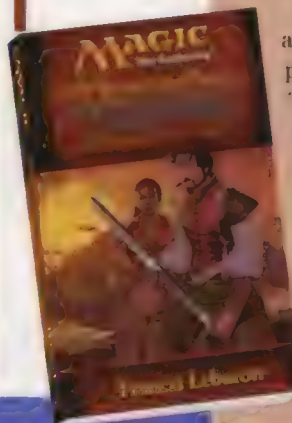
Orim aboard! Welcome to Mercadia.

Meanwhile, Gerrard is haunted by visions of Volrath's invasion plans, which he saw while in the Stronghold. The time for all-out war in Dominaria is near, and the crew has to find a way back so they can defend their home.

The captive crew is taken to Mercadia, a large market city high atop an inverted mountain. The creatures, social customs, and geography on this plane are very different from those on Dominaria, yet there are many uncanny similarities. With the help of Takara, a Rathi native whom Gerrard and company also rescued from Volrath's prison when they freed Sisay, they are able to communicate with the people of the bustling city.

When they reach the top of the inverted mountain, Squee discovers that goblins are received with deference on this

novel, continues on page 14



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novel, continued

unusual plane. He is given free run of the city and finds that farfahlen melons are quite to his liking.

The streets of Mercadia are dominated by pandemonium. Market stalls and vendors hawking their wares spread out as far as the eye can see. In the ensuing chaos, Gerrard and Tahngarth wheel on their captors. The ill-trained Mercadian guards are no match for well-seasoned warriors of the *Weatherlight*. Guards go down left and right, and the crew manages to escape into the crowd.

Gerrard and Sisay strike a deal with the Mercadian Nobles: Our heroes can retrieve their ship if Gerrard agrees to train the Mercadian Guard in the arts of war. The former Benalish master-at-arms has his hands full with this group of misfits, but he knows it will regain him the *Weatherlight*.

After Gerrard puts the Mercadian troops through accelerated training, he leads them on a mission to retrieve the *Weatherlight*. But they've been double-crossed, and they find themselves on trial. Gerrard, Tahngarth, and Karn are not treated with the respect their goblin cabin boy receives, and they are convicted of crimes against the state. Their punishment: death—by being buried alive! They await their day of execution in captivity, under an armed guard.

With half the crew incarcerated, the healer missing, and the cabin boy out to lunch, the fate of the Legacy—and Dominaria—rests in the hands of Captain Sisay.

The crew's many adventures sweep from the port city of Rishada, where a mercenary band of thugs called Caterans rules the streets; to the underwater city of Saprizzo, where our heroes find a new ally; to the Fountain of Cho, where mystical powers await those worthy of such a blessed gift.

In the end, Tahngarth and Gerrard duke it out, Sisay masters the art of flying (without the *Weatherlight*!), Hannah battles a negator, and Squee learns to shoot a ray cannon.

You can get the whole story (and certainly more details) in the exciting novel *Mercadian Masques* by Francis Lebaron, available in stores at a suggested retail price of \$5.99.

1999 Magic: The Gathering World Championship decks released

Wanna play the way the masters do? Once again, Magic players have the chance to compete with the best decks that exist in the world today. At the end of September, Wizards of the Coast released the latest World Championship decks, based on the decks played by **Mark Le Pine**, **Matt Linde**, **Jakub Slemr**, and new World Champion **Kai Budde** at last August's competition in Japan. Each deck includes the complete Standard deck and sideboard played at the Championship, blank cards for adding proxies, and a player biography and deck-list. Each deck sells for a suggested retail price of \$9.99.

1999
World
Championship
Decks

•
**Kai
Budde's
Mono-
Brown deck**

•
**Mark
Le Pine's
Speed Red
deck**

•
**Matt
Linde's
Cursed
Stompy
deck**

•
**Jakub
Slemr's
Corruptor
Black deck**

**Replay
the
final
four to
see who
will
win!**



Battle Royale offers multiplayer excitement

Get ready to rumble! If you believe "the more, the merrier," then the *Battle Royale* multiplayer box set for *Magic: The Gathering* is your ticket to mass merriment—or mass destruction—as you and your friends explore a wide variety of multiplayer variants.


Each set comes with four 40-card, prebuilt multiplayer decks, each balanced against the others to ensure that all's fair in war: "Spirit Gale," a white/blue control deck (yep, you *can* play control in a multiplayer environment); "The Deluge," a green/white creature deck; "Cinder Heart," a red/black deck with some fine graveyard manipulation; and "Chargoyf," a red/green deck that's surprisingly aggressive.

Each deck contains cards from a wide range of previous card sets, including old favorites from the *Limited*, *Arabian Nights*, *Legends*, and *The Dark* sets, as well as cards from more recent expansions, all the way up to and including the *Urza's Legacy* set. All cards are white-bordered, and each deck contains two rares and eight uncommons.

The *Battle Royale* box set also comes with a guide to teach players how to play a half-dozen different multiplayer variants, from DCI Two-on-Two to Grand Melee, as well as how to build winning multiplayer decks in each of the formats. For players unfamiliar with multiplayer environments, the guide also contains a section on terminology and general rules to ensure that you can get down to battle right away.

To top it off, the guide offers an engaging and amusing foreword by Magic designer Richard Garfield that will give you a new perspective on team play, no matter how long you've been playing! To keep your rules handy, the multiplayer box set also comes with two quick-reference rules cards that you can carry with you to your next rumble.

Battle Royale comes packaged in a card box that can hold more than 700 cards (giving you ready-made transportation for all those multiplayer decks you design yourself) and sells for a suggested retail price of \$24.99.

A person with three faces is sitting at a table, looking at Magic: The Gathering cards. The person's faces are arranged in a triangular pattern, with the central face looking forward and the two side faces looking slightly to the sides. The person is wearing a dark shirt. The table is covered with several Magic: The Gathering cards, including a 'Battle Royale' card and a 'Magic: The Gathering' card. The background is dark and textured.

Duel Personalities

You'll need every facet of your personality to survive a *Battle Royale™* game. Diplomat. Comedian. Traitor.

The *Battle Royale* box set brings all of the maneuvering and outright conniving of multiplayer play straight to your gaming table.

Four perfectly-balanced decks specifically designed for multiplayer games. Countless ways to win. Or lose.

Battle Royale

All at once. Once and for all.

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EXPERT
LEVEL

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achieve GLOBAL DOMINATION

The massive database contains every **Magic: The Gathering** card ever produced by Wizards of the Coast from Alpha to Masques. If you've ever wanted to build a deck with four Black Lotuses (but couldn't afford the cards), now you can!

Play online over the Internet against opponents across the world. With your decks sorted by type, you can be prepared for any type of match. You can even build decks with a virtual Sealed Deck generator!

Playing over the Internet is as easy as playing in person! How you play is up to you...Sixth Edition? Fifth? If you and your opponent agree, you can play by any house rules you want.

Each card lists any errata and also has an area where you can keep your own notes. If a killer combo comes to you in a dream, you can add a note right in the program and build a deck around it later.

Magic: The Gathering Interactive Encyclopedia

Now you can build decks using cards from every set, from Alpha to *Mercadian Masques*. You can find cards by the broadest of fields—all white cards—or by the narrowest—all cards with "Lightning" in the title that cost 1 or less to play. You can search for just the cards you own. You can check the ratio of land to creatures in any deck you build. And best of all, you can take it all online and battle against players from around the world.

The *Magic: The Gathering Interactive Encyclopedia* CD-ROM is the ultimate in **Magic** resources for players both serious and casual—what **Magic: The Gathering** Brand Manager Kyle Murray calls "simply the best **Magic** product ever."

Players who might have felt overwhelmed by trying to collect every new set of cards as it came out can now get all those cards at once, electronically, and start playing with them immediately. The *Encyclopedia* allows you to build decks, go online, and play just as if you were using cards: if you can do it in the game, you can do it online.

The online play feature allows you to chat with your opponent (talk trash or make idle banter, as you prefer). Because you play on

a virtual table, you can—if both players agree—break any of the rules of deck construction. Like to put four Black Lotuses in your deck? Well, so long as your opponent agrees, go for it. Whatever you want in your deck, you can have. And you can test it before you take it online by using the deck analyzer to break down your deck, determine the ratio of lands to creatures, or even simply test-deal opening hands until you feel it's ready to play.

Not only does the *Encyclopedia* allow you to easily look at and choose from every card ever printed when building your online deck—including limited-release cards like Nalathni Dragon, Mana Crypt, and the World Championship card—it allows you to track those cards in an incredible variety of ways. Search by color, mana cost, card type, card name, artist, power or toughness, special ability—the *Encyclopedia* can sort cards by practically any statistic.



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Build decks, test your draws...

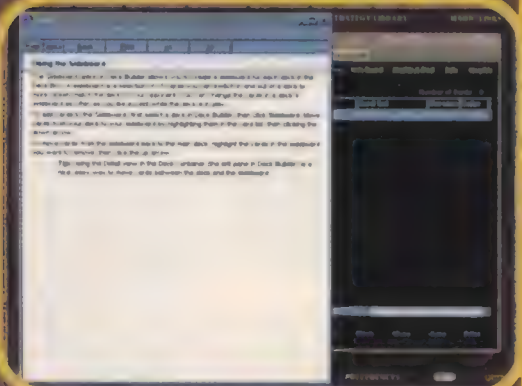


Analyze your deck creations with a click of the mouse! Arrange in charts or numerically by power, toughness, type of creature, and more! When you're satisfied, you can save your deck as one of four types of formats according to the types of cards you've recruited from Standard, Extended, Classic Restricted, or Classic.



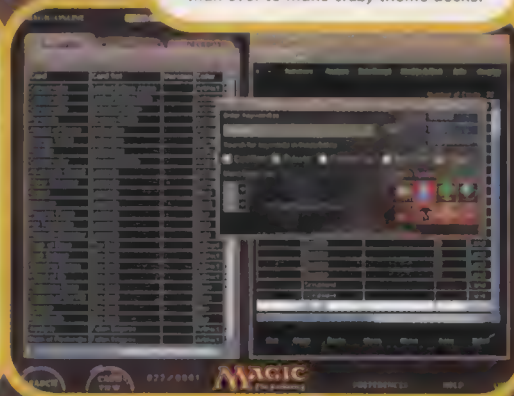
The Encyclopedia makes it easy to test out initial draws to get a feel for what would happen in a match. Tune your decks as much as you want and share them with your friends.

Do you want to make a theme deck with all Paolo Parente-illustrated cards? Go ahead! With the powerful search engine, it's easier than ever to make crazy theme decks.



It's easy to sort cards by play cost, type of mana, size of creature, or any other condition. You can search for key words in the card text, type of card, or even the flavor text! Or you can simply browse more than 7,000 cards and add to your virtual decks as you see fit. The Magic Encyclopedia lets you do it all!

In-depth online help can help you navigate the Encyclopedia, play matches over the Internet, or even offer deckbuilding tips!



...play online against the world!

You can use the *Encyclopedia* to track which cards you own, so you can build test decks and playtest them online, then put them together from your physical card collection. This kind of experimentation can save hours of sorting your card collection, building and rebuilding, creating proxies for cards you *might* want to put in your deck but have to test first. In addition, the *Encyclopedia* comes with updateable price lists that enable you to determine the value of your card collection. You can even indicate the condition of your cards, ensuring that your price info is the most accurate possible.

For the serious player, the *Encyclopedia* comes with all the latest tournament rulings, Oracle rulings, a D'Angelo rulings index, and the most current Banned & Restricted lists; for the more casual player, it comes with commentary from Wizards' game designers and continuity developers, providing insight into and trivia about a

number of different cards. And for both groups of players, the *Encyclopedia* contains a strategy library that features a collection of *Duelist* articles and preview chapters from various strategy guides, all designed to give players direction in building and playing their decks.

Players will be able to download regular updates to the price list to keep track of the current value of their collections by going to the *Duelist* website or their favorite online guide. And when a new expansion comes out, players will be able to download every card in that expansion from the Wizards of the Coast website for a nominal fee, thus keeping their *Encyclopedia* up to date.

The *Magic: The Gathering Interactive Encyclopedia* CD-ROM for PCs is available wherever you buy electronic games.



System Requirements

MINIMUM: Windows 95/98 or Windows NT 4.0 (with service pack 4), Pentium 100, 32 MB RAM, 16-bit color, 800x600 resolution, CD-ROM drive (4x), 30 MB of hard drive space, Internet connection greater than or equal to 28.8 kbps, Internet Explorer 3.02 or later.

RECOMMENDED: Pentium 200, 64 MB RAM

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WIN the TITLE



Matt Linde

Matt Linde

An offensive-minded player who employs a speedy mono-color deck, Linde aims for a fast, turn-five takedown with a swarm of creatures and several creature enchantments to add punch.



Kai Budde

Kai Budde

The undisputed champion of the world, Budde is a cunning competitor whose fast mana generation allows him to bludgeon opponents with a salvo of big creatures.

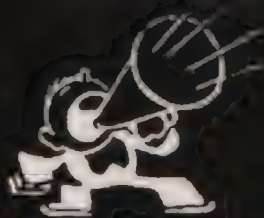


Jacob Šlemr

A perennial powerhouse who prefers board control, Šlemr wielded a mono-color deck heavy on discard effects and several ways to knock out an opponent's permanents.

Jacob Šlemr

MATCH.



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In the center ring you see four **Magic: The Gathering**® players of profound puissance. These consummate competitors attained the highest echelon of glory at the 1999 World Championships.

Match the player to the deck he used in this international competition and you could win!

Check the deck writeups and player bios for all the clues you need. Good luck, Slugger.

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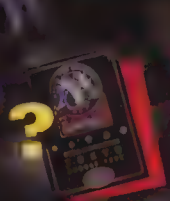
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Second Prize (20): One random World Champ deck, five **Magic** booster packs (winner's choice, depending on availability), one exclusive World Championship promotional card, and one World Championship poster. Approximate retail value: \$130.

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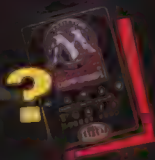
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October 23, 1:00 a.m. EDT/10:00 p.m. PDT
November 24, 1:00 a.m. EST/10:00 p.m. PST



Deck #1 A red deck that contains more than 30 artifacts. The artifacts generate enough mana to play creatures such as *Manticore* and *Covetous Dragon*.



Deck #2 A red deck that centers around weenies and cards such as *Stone Rain*, *Pillage*, *Wasteland*, and *Avalanche Riders*.



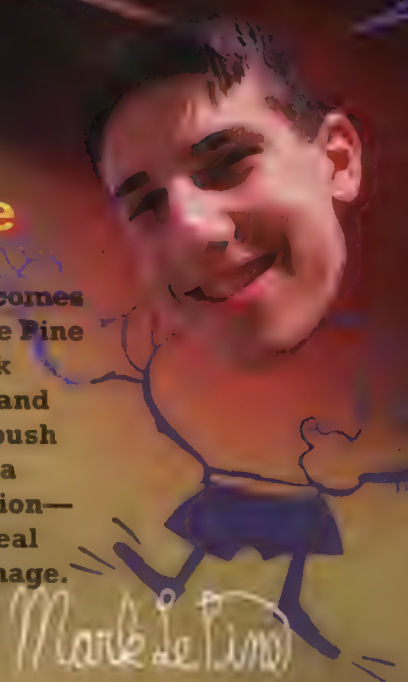
Deck #3 A green deck that contains 26 creatures—24 of which cost two mana or less. Four Rancors and four Giant Growths back them up.



Deck #4 A black deck that achieves card advantage with *Ravenous Rats*, *Duress*, and *Stupor*. *Cursed Scrolls*, *Powder Kegs*, and *Phyrexian Plaguelords* add an element of control.

Mark Le Pine

An aggressive contender who comes out swinging, Le Pine uses fast-attack creatures and land destruction to push opponents into a defensive position—and seals the deal with direct damage.



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MAGIC
The Gathering



UNMAS MAGIC R&D



THE PEOPLE
BEHIND THE
*Mercadian
Masques*
CARD SET
DIVULGE
THEIR
SECRETS

QUEING

by Michael G. Ryan

It isn't Mardi Gras, with masks of gold and feathered disguises. It isn't Halloween, with goblins and horrors (although we do have a few of those). And it isn't a masquerade ball, with an operatic phantom Death stalking the room.

No, this is Mercadia, a teeming market where anything might happen, any goods might be traded, and anyone might die.

Watching from a tower's mighty spire, their backs to the setting sun, we find Mercadia's rulers: the R&D designers who helped breathe life into the city's soul. They pace the balcony that circles the city's central tower and keep vigilant watch over their domain.

Actually, they tend to be clustered in a bunch of cubicles in the lower East building at Wizards of the Coast, surrounded by piles and piles of **Magic: The Gathering** trading cards. If they had a balcony, that would be overloaded with cards, too.

But they *did* breathe life into Mercadia by designing and developing the 350 cards in the set.

And this is how they did it.



SOMETHING NEW UNDER THE MERCADIAN SUN

The *Mercadian Masques* card set is the 18th expansion for the **Magic: The Gathering** game (not including revisions to the base set, or the *Chronicles*, *Portal*, or *Unglued* sets). But, if you subscribe to the old adage, "There's nothing new under the sun," you've obviously never visited Mercadia. Lead designer Mike Elliott has been there—the first time was back in August of 1997 when the expansion-to-be was known by the codename Archimedes—and he came away with a source of inspiration previously untapped by designers working on a new **Magic** set: the roleplaying game *Dungeons & Dragons*.

"The Rebels and Mercenaries," Elliott says, referring to new creatures in white and black, respectively, "originated with fiends in D&D. I always thought it would be cool to design a **Magic** D&D set, and I had created a bunch of cards that matched D&D powers. The Rebel and Mercenary creatures have what D&D calls 'gating.'"

In the roleplaying game, fiends can call other monsters to come help them. In *Mercadian Masques*, many of the Rebels and Mercenaries enable you to search your library for additional Rebels or Mercenaries, based on their converted mana costs. (Converted mana cost is the total cost of a card, counting each colored mana symbol as one mana and adding that to any generic mana needed for the card.)

With this ability (dubbed "recruiting" to go with the flavor of the set), one Cateran Overlord can, for 6 and 6, recruit a Mercenary with a converted mana cost of 6 or less directly into play. So the Overlord can recruit anything from the nasty Molting Harpy (which costs 6, or one converted mana) up to the huge 4 6 6 Cateran Slaver (which has a 4+1+1=6 converted mana cost). With enough Rebels or Mercenaries in play, you can quickly build an effective army to overwhelm any resistance from the other side of the table.

"Originally, I gave this power to creatures I called fiends," admits Elliott. "And I still refer to them as 'fiends with gating' in discussions at our secret R&D testing facility," he jokes.



Card illustrations are often difficult to conceptualize...



But with the help of R&D, anything is possible. Here's Mark Rosewater helping out the art team.

DROPPED IDEAS AND "PITCHED" CARDS

But recruiting proved to be exceptionally powerful once the initial designs reached the development team, and some of Elliott's ideas ended up on the cutting-room floor.

"I originally had a few cards that combined in interesting ways with milling effects (effects that discard cards off the top of a player's deck), much like Gaea's Blessing from the *Weatherlight* card set. But the development team hated that concept," he says. "I still like the recruiting mechanic the best out of the set. It creates a couple of new decks, which is something I always like to see, and it changes the play environment a bit."

Other mechanics had been gaining momentum in R&D for some time. Alternative play costs are all the rage in the *Mercadian Masques* set and for good reason: they were extremely popular when they first saw play as "pitch cards" in the *Alliances* expansion.

"For a long time, we knew how popular the *Alliances* cards were," says Mark Rosewater, who worked on development for

Masques. "We knew we wanted to do alternative-cost cards again, but we wanted *Alliances* to disappear a bit before we explored that idea further. So now we looked not just at pitch cards but at alternative costs of all kinds."

As a result, some of the cards in *Masques* are, indeed, pitch cards. Cave-In, for example, allows you to remove a red card in your hand from the game instead of paying Cave-In's 3 mana cost to deal 2 damage to each creature and each player. Other cards have different kinds of alternative costs, though. Land Grant allows you to reveal your hand (if you have no land cards in hand) instead of paying Land Grant's 1 mana cost. You then get to search your library for a forest and put it into your hand.

"The development team sat down and established guidelines for how you actually create alternative playing costs," Rosewater says. "If you have a white pitch card, for example, we didn't want you putting it in a mono-red deck just for the effect." We want to encourage players to play the color of the card...at least a bit."

YOU WANTED MORE WACKY RARES...

This tidy library indicates a studious, dedicated researcher...



...just like the R&D environment.



A rare shot of two *Magic* players having a friendly chat with a *Pokémon TCG* player.

IF I WERE A MONGER...

Another "new" mechanic draws its inspiration from the past as well—from the Ifh-Biff Efreet, way back in the *Arabian Nights* expansion.

The Mongers—Sailmonger, blue; Scandalmonger, black; Squallmonger, green; Warmonger, red; and Wishmonger, white—reintroduce a clever concept to *Magic*: the idea that any player can activate an ability. For instance, Warmonger [previewed at our *Origins* contest in July—Ed.] enables any player to pay 2 to deal 1 damage to each creature without flying and to each player. Of course, if you and/or your opponent do this a total of three times in the same turn, Warmonger will die, because the Mongers are all 3/3 creatures.

"We wanted some cards either player could play and that had a sort of push-and-pull feel to them," Elliott says. "The Monger cycle captured this feel very well. You can use the effects, but your opponent may occasionally turn the effect against you. These were part of a global attempt to create cards that were useful in multiplayer play."

THE MAGISTRATE IS IN

Players will be relieved (or perhaps a bit disappointed) to learn that some other effects from *Mercadian Masques* will never get used against them at all—because the effect went away long before *Masques* ever hit the streets.

"Magistrate's Scepter," Henry Stern, lead developer for *Masques*, replies with authority when asked about dropped cards. "When that card began—and it was called 'Time Walk Machine' back then—it cost 4 to play and you could tap it and pay 6 to take an extra turn. The next time you used it, you had to tap 8 for an extra turn, and the time after that, 10, and so on.

"Time Walk Machine seemed expensive at first," continues Stern. "But then we discovered an all-artifact deck that used Metalworker from the *Urza's Destiny* set (which allows you to reveal any number of artifacts in your hand and get 2 mana for each one). Combine this with a Grim Monolith or two from the *Legacy* set, and you were suddenly unstoppable."

Mark Rosewater remembers it more succinctly: "It was usually one of those 'wake-me-when-you're-done' games."

"Then it changed," Stern says, "to 4 to play, 4 to tap and put a storage counter on it. You could then pay 4 again and tap it to remove three storage counters, and finally get your extra turn. We left Time Walk Machine like that for a while, until some playtesters let us know: 'This card is weak.' So we changed it to what it is now."

Both Stern and Rosewater are confident that it's still possible to get a continuous string of extra turns going with the Magistrate's Scepter—you just need three or four of them in play, all rotating in synch with one another to get those extra turns one after the other.

Neither one will admit that they've ever seen it happen.

CH...CH...CH...CHANGES

Many other cards underwent changes between the beginning of design and the end of development. Some disappeared entirely, but designers and developers agree that most of these were killed because they were boring or too confusing. Others got bumped to future sets because of conflicts with design elements in *Masques*. For example, creatures with tap abilities tended to be Spellshapers, a new creature type in *Mercadian Masques*. So some other creatures with tap effects were put off to the *Nemesis* expansion.

Cards that are too powerful in design are often retained, but are toned down to make them more reasonable. Some of these changes may seem small, but are really quite significant. Robert Gutschera, another development team member, remembers when all the Rebels required one less mana to activate—a huge difference, he points out, because it greatly speeds up the process of creating a Rebel army.

Henry Stern recalls a noticeable difference in Bifurcate. Even now, the sorcery Bifurcate certainly seems exciting—search your library for a copy of any one creature already in play and put your copy into play. (Mark Rosewater notes: “We keep trying to do clones!”) But, once upon a time...

“It used to allow you to search for a copy of every creature you had in play,” Stern says. “So if you have an Elf and a Bird in play, you search for an Elf and a Bird and put them into play. Next turn, maybe you play Bifurcate again—and this time, you go searching for two Birds and two Elves, because that’s what you have in play.”

DEVELOPING FAVORITES

Of course, after all the changes are done, the designers and developers end up with favorite cards. Mark Rosewater immediately cites Ivory Mask (once known as “Force Field Bubble”), a simple (albeit rare) enchantment that says only: “You can’t be the target of spells or abilities.”

“Oh, and Squee,” Rosewater adds. “It’s not necessarily my favorite, but it’s probably one of the most important. Players, you can quit bugging us now—we made him!”

“My favorite card took a while to get going,” Henry Stern remembers. “Bill Rose, vice president of Magic R&D, gave us a mandate: more wacky rares. So my favorite is a sorcery called Thieves’ Auction.”

Thieves’ Auction—which began life, appropriately enough, as “Rochester World”—has all players set aside all permanents and then take turns choosing one of them (yours or somebody else’s) and putting that chosen card into play, tapped, under your control. A midgame draft, if you like.

“It used to be grotesquely powerful,” Stern says. “Everything

INTERVIEW WITH THE DESIGNER



While writing this article, I had a chance to ask lead designer Mike Elliott a few more specific questions. Here, for your enjoyment, are some cards you won’t see, the origins of a couple of card types, and a few names that probably should never have left the R&D cubicles.

Tell me about some dropped cards, particularly unrepresented ones.

Basically, let you and your opponent search your library for copies of each creature card in play, effectively doubling the table.

was also dropped. This was a 5 cost artifact that enabled you to discard cards for one mana of any color per card. Because we were having a few problems with engine decks in the Magic community while developing *Mercadian Masques*, we figured we really didn’t want another engine card out there.

Can you describe any almost names of cards that made it into the Mercadian Masques?

Stall Me to Death Please became Statecraft
Erg Curse or How I Hate Walls became Insubordination

Fat Shade became Primeval Shambler
Sudden Burning Sensation became Flaming Sword
Wombat’s Skin became Ancestral Mask

Squirrels of Maro became Spontaneous Generation
Iron Bone Rod of the Wooden Cup became Jeweled Torque

Tome of the Insane became Bargaining Table
Alchor’s Magic Lacer became Distorting Lens

Animatronics became Karn’s Touch

What is your favorite part of design?

I like coming up with new concepts that players feel are interesting. It is a very good feeling to have players build a deck around a card that you designed, especially if it isn’t a particularly powerful card.
—M. R.



“I’ll give you all of these chocolate coins for your Cateran Overlord.”

...YOU GOT ‘EM!

you drafted came back into play untapped. It was insane.”

What about lead designer Mike Elliott? Does he have a favorite? And where did the inspiration for his favorite card come from?

Although he won’t choose a favorite card from among his many creations in the *Mercadian Masques* expansion, Elliott is glad to explain the creative process that goes into designing an entire Magic expansion.

“I usually stare at the wall for several hours,” he says, “until I start to see patterns emerge from the blankness. I coalesce these patterns into coherent ideas that end up being the Magic cards you see printed. Sometimes I have a few espressos first to speed up the process.”

So that’s how they do it....

MICHAEL G. RYAN CAN FIND NO PRACTICAL USE FOR MASQUE-ING TAPE. IT JUST KEEPS GUMMING UP HIS CASSETTE PLAYER.

Masques Strategy from the Inside

by Henry Stern

Like all large expansions, the **Mercadian Masques** set (350 cards) has its own unique style and feel.

It's certainly slower than the hyper-paced **Tempest** block.

However, it's definitely faster than the leisurely **Ice Age** set.

What does this mean when you play **Masques**? It depends on whether you're playing Limited or Constructed.

New mechanics mean new Limited tricks

For Limited play, **Masques** offers a number of unique mechanics you'll have to consider as you construct your Limited deck. The two new major creature mechanics in **Masques** are Spellshapers and Rebels/Mercenaries.

Spellshapers appear in every color and enable you to pitch a card from your hand for a neat effect. For example, **Deepwood Drummer** turns any card in your hand into a mini-Giant Growth, for the low cost of \spadesuit and tapping the Drummer. Another good, common Spellshaper is **Waterfront Bouncer**, whose ability enables you to unsummon a creature.

The key to using Spellshapers is maintaining a supply of cards in your hand. So when you're playing Limited (or even Constructed, for that matter), be sure to hold extra lands in your hand to use with your Spellshapers—after you have enough lands in play, that is.

Similarly, if you have **Disenchant** and your opponent doesn't appear to be using artifacts or enchantments, turn that **Disenchant** into a handy effect by using a Spellshaper. You probably don't want too many Spellshapers in your deck, because it may become difficult to support them all. On the other hand, the Spellshapers *are* creatures, so you can always use them as such.

Spellshapers appear in every color and enable you to pitch a card from your hand for a neat effect.

Rebels and Mercenaries allow you to recruit other Rebels or Mercenaries from your deck. The major difference between the two is that Rebels recruit up and Mercenaries pick on their weaker siblings. For example, the \spadesuit mana-cost Rebel, **Ramosian Sergeant**, allows you to recruit Rebels that have converted mana cost 2 or less, and so on up the line. But the $3\spadesuit$ mana-cost Mercenary, **Cateran Enforcer**, recruits Mercenaries of converted mana cost 4 or less. Both Mercenaries and Rebels can become big threats in any sort of Draft format, in which a careful player could amass quite an army.

Top 10 Masques Cards for Limited Play

(In Alphabetical Order)

Ballista Squad

With enough mana, the Ballista squad can effectively become a reusable Fireball against your opponents' creatures. Definitely a game-winning breakthrough card.

Battle Squadron

A flying Keldon Warlord. 'Nuff said.

Bribery

Steal your opponent's best creature before he or she even plays it.

Jhovall Queen

It's big. It's bad. It doesn't tap to attack.

Kris Mage

Similar to Fireslinger from **Tempest**. Helps control your opponents' weenies.

Kyren Negotiations

All your creatures become player-targeting Tims. Great for any stalled situation.

Noble Purpose

All your creatures gain a combat-limited form of Spirit Link. A game-breaker in Limited play.

Overtaker

A reusable Ray of Command. The best Spellshaper for Limited play.

Snuff Out

A Terror by any other name. The alternative play cost makes it good enough for Constructed play, too.

Volcanic Wind

Another game-breaking card. Combine with Natural Affinity for devastating effects.

Constructed play offers alternatives

For Constructed play, *Masques* offers many new mechanics to keep players on edge. Probably the most influential mechanic will be the return of alternative play costs, last seen in force with the "pitch" cards in *Alliances*.

Alternative play costs enable players to play spells by doing something other than paying mana. For example, *Misdirection* provides a Deflection effect for the cost of removing a blue card in hand from the game. Another good pitch card is *Cave-In*, which deals 2 damage to all creatures and players.

There are other alternative costs besides pitching a card. You can play *Invigorate* to give a creature a temporary +4/+4 bonus, for example, for the cost of a target opponent's gaining 3 life. And *Thwart* counters a spell by returning three islands you control to their owner's hand (hint: think *Stasis*).

Rebels and Mercenaries allow you to recruit other Rebels or Mercenaries.

There are two other creature mechanics that play better in Constructed than in Limited: Legates and Mongers. **Legates** are a cycle of five creatures you can play for free if your opponent is playing the right color. One of the best is *Saprazzan Legate*, a 1/3 blue creature with flying. It can be put into play for free if your opponent controls a mountain and you control an island—not a difficult task in a blue deck.

Alternative play costs enable you to play spells by doing something other than paying mana.

Mongers are a cycle of five creatures, each with an ability that can be activated by *either* player. For example, *Squallmonger* costs 3 for a 3/3 creature with this special ability: "2: Squallmonger deals 1 damage to each creature with flying and each player. Any player may play this ability." This card can be very effective in a fast green deck that uses no flying creatures, and it can be *really* fun with *Spirit Link*.

Note that the Rebels and Mercenaries mentioned above are also very good in Constructed decks, where you can build the deck around their requirements.

STARTER TERMS!

Limited Formats

Limited play (also known as *draft*) allows players to build decks from a pool of cards selected by tournament organizers. There are two basic types of Limited formats.

Draft—Players take turns choosing cards from a common pool of cards (usually from a set of boosters). These choices can either be hidden (Booster draft) or seen by all players at the table (Rochester draft). Eventually all players will build 40-card decks from the cards they "draft."

Sealed—Players receive a tournament pack and a couple of booster packs, sort the cards, and construct a 40-card deck. The remaining cards become the sideboard, and can be substituted into the deck between games. Players generally receive a small number of additional land cards from the tournament organizer.

Constructed Formats

Constructed play tournaments allow players to build 60-card decks before the tournament, based on specific tournament guidelines. One basic rule of Constructed play is that players may not use more than four copies of any one card (and no more than one copy of a "restricted" card). There are several popular types of Constructed formats:

Classic—Any Magic card ever printed (with very few exceptions).

Classic Restricted—Any Magic card, but cards on the Classic Restricted list are limited to one copy.

Limited—Any Magic card printed in a limited-edition expansion after the *Legends* set (*The Dark and Forward*) and any Magic card appearing in a base set after *Unlimited (Revised and Forward)*. This format also has a list of banned and restricted cards.

Standard—Only Magic cards from the current base set, the current block of limited expansions, and the previous block of limited expansions may be used. With the release of *Mercadian Masques*, Standard will consist of the *Masques* set plus the *Classic (Sixth Edition)* base set, and the *Ultra Black* sets (*Ultra's Impact*, *Ultra's Legacy*, and *Ultra's Destiny*). Standard also has a banned cards list. (See the Banned & Restricted list on page 99 for this list.)

Top 10

Masques Cards for Constructed Play

(In Alphabetical Order)

Criminy Sanctuary

Also known as "BattleTech World" to R&B. Could be huge in control decks.

Exchange

An interesting anti-creature card. Consider with *Kismet* to lock out your opponent's creatures.

Fury Mass

A nice hint for narrow combo decks that seek to win by decking you with a massive *Stroke of Genius*.

Locking Satyr

Creative players will figure out a way to play this card without using forests.

Magic World's Scorpion

Its playtest name was "Time Walk Machine."

Misdirection

The best pitch card in the set. *Resonant Elemental* clearly fits mono-green decks, but this Elemental packs a huge punch for the cost.

Soluble Mage

A great finisher for (and) destruction decks.

Squall, Gull's Habitat

Don't laugh at *Squall*. It's awesome in any deck that uses discarding as a cost (think *Spellshapers*).

Wave of Ruckoning

As long as your creatures have greater toughness than power, this card is a *Wrath of God* you can use in a creature-based deck.

FOCUS:

It's hardly the "plain" color...

White makes might!

White gets it all

White has a lot to offer in the *Mercadian Masques* set. It gets access to all the major mechanics: Rebels, alternative play costs, and Spellshapers. Here's what you can expect from the purest of the Magic colors.

Rebel Yell

There are 17 Rebel creatures in *Masques*, six of which have the ability to recruit their fellow Rebels into service. Note that Rebel recruiters can call upon those higher in rank to aid them (unlike Mercenaries, who pick on those weaker than themselves). So given enough mana, you could begin with a lone 1/1 Ramosian Sergeant and eventually wind up with the awesome Jhovall Queen—without ever having played another card (except a bunch of lands).

Here's the recruiter chain of command:

- **RAMOSIAN SERGEANT** — 1★ and recruits Rebels costing 2 or less.
- **RAMOSIAN LIEUTENANT** — 1★ and recruits Rebels costing 3 or less.
- **RAMOSIAN CAPTAIN** — 1★ and recruits Rebels costing 4 or less.
- **RAMOSIAN COMMANDER** — 2★★ and recruits Rebels costing 5 or less.
- **RAMOSIAN SKY MARSHAL** — 3★★ and recruits Rebels costing 6 or less.

This makes Rebels especially good against strategies such as hand destruction and even most forms of creature removal. The Rebels can be used as a major theme for a deck, as in the "Rebel's Call" theme deck. They can also be splashed into a white weenie deck. For example, four Ramosian Sergeants and two Ramosian Lieutenants along with two Thermal Gliders and two Nightwind Gliders could form the core of any white weenie deck.

To pay or not to pay

Cards with an alternative play cost (or APC for short) are another major theme in *Masques*. The white APC mechanic is an interesting one; it requires you to have a plains in play and to tap a creature you control. Obviously these cards—Ramosian Rally and Orim's Cure—have a defensive feel to them. You can pay the APC *after* declaring blockers, and your blockers will still deal damage to your opponent's creatures.

The other white APC card, Reverent Mantra, allows you to "pitch" another white card instead of paying its mana cost. This is an excellent card for creature-based white decks because it enables you to save your creatures from, for example, what might otherwise be a devastating Earthquake.

At the same time, Reverent Mantra can enable you to break through a stalemate or surprise an attacking opponent when all of your creatures suddenly have protection from his or her dominant color.

Spellshaping all-stars

Masques gives white a number of excellent Spellshapers: Devout Witness (see the Top Five list in sidebar) and Cho-Arrim Alchemist are two of the best ones in the set. When using these cards, be sure to save extra lands in your hand to fuel your Spellshaper's ability. Veteran players have kept extra lands in their hands for years, just for bluff value. And now you have an even better reason to hold onto a plains you don't need right away.

Just plain good

There are a number of other excellent cards in white. They all were in contention for the Top Five list (see sidebar).

- **BALLISTA SQUAD** — can dominate Sealed matches.
- **CHARMED GENIUM** — has interesting possibilities for two-on-two play.
- **FOUNTAIN WATER** — could be a promising addition to an artifact/enchantment deck.
- **STONY CREST** — would work well in any defensive, mostly white deck.
- **WAVE OF REDEMPTION** — can be even better than Wrath of God in the right kind of deck.

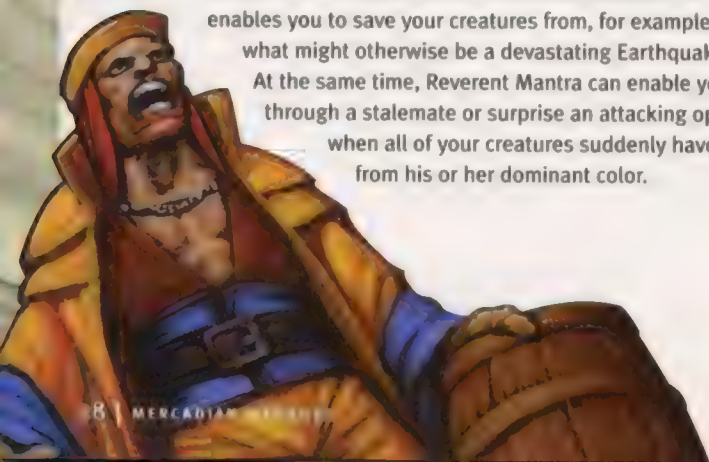
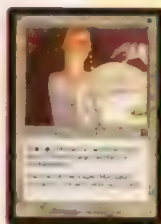
White's Top Five

Devout Witness

Although only common, this card packs quite a punch. It fits in any white deck with creatures, because you can use it in place of Disenchant. In this way, Devout Witness is similar to green's Uktabi Orangutan. However, unlike Orangutan, which can be used reactively, Devout Witness needs to be used in a proactive manner. For example, you would typically keep an Orangutan in your hand, waiting for your opponent to play a key artifact. But a Witness needs to be in play *before* your opponent plays that key artifact. For this reason, Devout Witness is best in a deck in which it can be used as an attacker, too.

Cornered Market

This enchantment is great at stopping narrow decks. However, Cornered Market requires some thought to be effective. For example, if you're building a control deck and using Cornered Market to slow down your opponent, which anti-creature card would be better: Afterlife or Arrest? Clearly Arrest would be the better choice, because it leaves your opponent's creature in play,



Deck: White Bargain

Plain ol' Smokestacks

ARTIFACTS (1)

2 Smokestack

CREATURES (10)

4 Academy Rector

1 Cho-Arrim Bruiser

1 Cho-Manno,
Revolutionary

1 Jhovall Queen

4 Mother of Runes

2 Rappelling Scouts

3 Wall of Glare

SPILLS (20)

2 Arrest

2 Brilliant Halo

2 Cessation

2 Disenchant

3 Pariah

2 Replenish

3 Scent of Jasmine

2 Wave of Reckoning

1 Worship

1 Yawgmoth's
Bargain

LANDS (10)

2 Forbidding

Watchtower

1 Phyrexian Tower

19 Plains

This deck is a cleverly disguised Bargain deck, where you'll be gaining life with Scent of Jasmine, then spending life to get massive card advantage from Yawgmoth's Bargain. There's only one Bargain in your deck, but you've got four ways to bring it out of your library (Academy Rector), two ways to bring it out of your graveyard (Replenish), and if all else fails, Phyrexian Tower will let you actually play it from your hand. The Smokestacks ensure that you don't have to rely on your opponent to wax an Academy Rector—you can sacrifice it yourself.

Every creature you have will survive Wave of Reckoning, except Academy Rector (hmm, I wonder why *that* is). Also in your arsenal are defensive all-stars: Wall of Glare and Mother of Runes. The Pariah/Cho-Manno combo is your ticket to the late game, where the "big cat" (Jhovall Queen), Cho-Arrim Bruiser, and the Rappelling Scouts can win it for you.



preventing your opponent from playing other creatures of the same name. With Afterlife, your opponent is free to play a new creature. Note that if you use Cornered Market, you should make sure your deck is diverse. Try not to use more than two of any one card.



Noble Purpose
Noble Purpose is a wonderful enchantment for any white, creature-based deck. With this enchantment, you'll be able to gain life, and

we mean a *lot* of life. Noble Purpose is best against other decks that tend to attack, and you might want to sideboard it out when playing against control decks. But against fast decks,

especially ones like Sligh that depend on direct damage, Noble Purpose really shines. Note that you gain life whenever your creatures deal *combat* damage. For that reason, don't put this card into a defensive deck—you want to avoid stalled situations where no one attacks. One other note: Noble Purpose is especially good with creatures that regenerate.

Jhovall Queen

The big cat! This card is a terrific finishing card for any creature-based deck. Six mana for a 4/7 creature is quite a deal to begin with, but throw in the fact that Jhovall Queen doesn't tap to attack and this card becomes a standout. To top it off,



the Queen is a Rebel, so it fits nicely at the top of your Rebel pyramid. Note that because this card is expensive and you don't want to see more than one in your opening hand, you shouldn't use more than one or two in your deck.

Ivory Mask

Ivory Mask is a great answer for all those crazy combo decks. Play Stroke of Genius on me for 100? I don't think so! Play Drain Life on me for 20? Not today, thank you! Ivory Mask is a great sideboard card versus any deck that depends on sorceries like the above two.



STARTER TERMS! Protection

If a creature has protection from a certain color, that creature first very loudly says "No!"

- It can't be targeted by spells or abilities of that color.
 - It can't be attacked with enchanted creatures of that color.
 - Any damage dealt by sources of that color is prevented.
 - Creatures of that color can't block it.
- Learn these four rules, now! Or else I'll take them all your team if you have to. They're that important.

It's also a decent answer for discard effects. Mark Rosewater said that when he designed this card, he wanted to be able to say to his opponent, "Nah, nah, can't touch me!"

FOCUS:

BLUE

Slow it down and make 'em beg...

Control is back!



Paying the Pirates

Blue doesn't have any Rebels or Mercenaries, but it does have a new creature type: Pirates. Three of these Pirates—Rishadan Cutpurse, Rishadan Footpad, and Rishadan Brigand—have a new ability found only in blue. When these Pirates come into play, they tax the mana of all opponents. If an opponent doesn't pay the required mana, he or she must sacrifice a permanent. These creatures require some finesse to play, but they can disrupt your opponents at a critical juncture.

Getting into Spellshape

Another new addition to the *Mercadian Masques* set is the Spellshapers. These creatures enable you to turn extra cards in hand into basic effects. For blue, any card in your hand can become an Unsummon (with Waterfront Bouncer), a Jump (Balloon Peddler), a Meddle (Diplomatic Escort), or a Ray of Command (Overtaker). All four cards are very valuable in Limited play, and you might see Waterfront Bouncer in Constructed decks.

Old mechanics, New cards!

Blue's biggest gain in *Mercadian Masques* is a return of the alternative-play-cost (or APC) cards; they enable you to sidestep a card's mana cost. There are several different kinds of APCs in *Mercadian Masques*, and blue is well represented in all of them.

Pitch Cards These spells permit you to remove a card of the same color from the game instead of paying their mana cost. Previous examples of this mechanic are Force of Will and Contagion, both from the *Alliances* set.

- **MISDIRECTION**—one of the strongest cards in the set and the best of the new pitch cards.

Alternative Costs These spells permit you to pay a nonmana cost to play them. Old-timers saw this mechanic on Fireblast (from the *Visions* set) and Spinning Darkness (from the *Weatherlight* set). In *Mercadian Masques*, each color has its own alternative-cost cards.

- **THWART**—return islands to their owners' hands to counter spells.
- **GUSH**—return islands to their owners' hands to draw cards.
- **TIDAL BORE**—return islands to their owners' hands to tap or untap creatures.

Legates One new twist is cards that can be played for free if an opponent has a particular basic land in play.

- **SAPRAZZAN LEGATE**—play this 1/3 flyer for free if your opponent has a mountain in play.

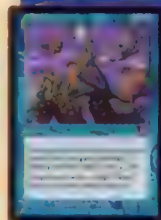


Blue's Top Five

Misdirection

When pitch cards first appeared in the *Alliances* set, the blue clan (they're in blue) stood out as the best of the bunch. *Mercadian Masques* gives players another reason to like blue: the "king of pitch cards" along with *Misdirection*, a Deflection that costs you a card to become mana. It's not as universally helpful as Force of Will, because the spell you target must exist.

Here's the deal: *Misdirection* can be offensive as well as defensive; you can target that blue right back in its owner's hand to see this card in blue control decks.



You set the pace!

As the environment slows down, those playing blue will be able to make the most of many new utility cards. These cards provide the opportunity to manipulate your resources to gain a long-term advantage.

Card Manipulation

Mercadian Masques has several ways to help you fiddle with the cards in your library and hand.

- **SOOTHSAYING**—pay mana to rearrange your library.
- **CUSTOMS DEPOT**—filter cards each time you play a creature.
- **TRADE ROUTES**—discard lands from your hand for new cards.
- **BRAINSTORM**—draw three then put any two back on top of your library.

Card Drawing

The *Mercadian Masques* set also gives you a host of card-drawing opportunities.

- **COASTAL PIRACY**—each of your attacking creatures may earn you another draw from your library.
- **GUSH**—draw cards even when you're tapped out.
- **SAPRAZZAN HEIR**—you draw three cards whenever this creature is blocked.

Card Stealing

Mercadian Masques has some strong card-stealers.

- **BRIBERY**—steal creatures from your opponent's library.
- **OVERTAKER**—steal one of your opponent's creatures for a turn.
- **CHARISMA**—control any creature that your Charisma-enchanted creature deals damage to. Combine with *Hermetic Study* to really wreak some havoc!

But Wait, There's More

In addition to these basic blue effects, other control-oriented cards appear in *Mercadian Masques*. *War Tax*, for example, forces your opponents to pay mana for the right to attack. As with *Propaganda* in the *Tempest* set, *War Tax* can buy you enough time to take control of the environment.

The *Mercadian Masques* block should be an exciting time for those who enjoy playing blue. With a slower environment and new control cards to take advantage of it, you'll find yourself seeking—or facing—some serious control.

Control & Permission

Your time to shine! At your moment's discretion, you may remove any creature from the game. This is a powerful effect, and it's one that you can use to your advantage. It's a powerful effect, and it's one that you can use to your advantage. It's a powerful effect, and it's one that you can use to your advantage.



Deck: Permission Monoblue Mask

CREATURES (17)

- 4 Wall of Air
- 3 Horseshoe Crab
- 3 Thieving Magpie
- 1 Morphling
- 3 Raven Familiar
- 3 Stinging Barrier

SPELLS (23)

- 3 Braidwood Cup
- 1 Confiscate
- 4 Counterspell
- 2 Embargo
- 3 Hermetic Study
- 3 Miscalculation
- 4 Misdirection
- 2 Opposition
- 1 War Tax

LANDS (20)

- 20 Island

Buckle in for a long trip with this deck from Scott Larabee, tournament organizer and coordinator here at Wizards of the Coast. The deck has the arsenal of counters you'd expect from a permission deck, plus a key new toy: *Misdirection*. Sometimes this card works even better than good ol' reliable *Counterspell*, because you're not just countering the spell, you're sending it someplace where it might help you. Imagine the look on your opponent's face when his or her own creatures get destroyed, or you wind up with the damage prevention meant for your opposition.

The deck's also full of solid defensive creatures like *Wall of Air* and *Stinging Barrier*, and *Thieving Magpie* is a card-advantage machine. Also key to your permission plans are cards that slow everything down, like *Embargo* and *War Tax*. If you like battles of wits that go on turn after turn, this is the deck for you.

Soothsaying

Blue's best library manipulation cards have always been instants such as *Impulse* and *Brainstorm*. The *Masques* set introduces *Soothsaying*,

an enchantment that enables you to spend unused mana to optimize your next card draw—and get a nifty deck-shuffling ability as a bonus. A very slow deck with a lot of mana available is a good home for *Soothsaying*—you'll essentially be able to pick your next draw.

Saprazzan Legate

On turn one, your opponent plays a mountain. On your first turn, you play an island, a Merfolk—and (wham!) a 1/3 creature with flying. With its speed and high toughness, the little *Saprazzan Legate* should prove to be the bane of mono-red decks. After all, 2 damage from *Shock* is now the biggest threat red has in the early game. Expect to see this card in the sideboards of aggressive, "big blue" decks.

Bribery

Veteran Magic players know that *Control Magic* (dating back to Alpha) is good. And they know that *Jester's Cap* (dating back to *Ice Age*) is good. What happens when you mix them together? You get *Bribery*, a "stealing" spell with amazing flexibility. Now you can solve problems by using creatures from your opponent's deck. Look to see *Bribery* sideboarded in against creature-based decks.

Tidal Kraken

For a long time, blue has been the color for big, nasty creatures. Although *Tidal Kraken* isn't the biggest creature in the *Masques* set, it'll get a lot of attention. It's unblockable and it doesn't have an upkeep cost, so decks that can get around the mana cost can apply some strong Kraken beatdown.

FOCUS: *MERCADIAN MASQUES* **BLACK**

Let's face it: In Magic, **Black always looks good**

Insubordination Andrew Goldhawk

Merces have their perks

The biggest theme in the black cards in *Mercadian Masques* is definitely the Mercenaries. Like the Rebels in white, you can tap these creatures to put others of their kind into play from your deck. Because the newly recruited Mercenaries go directly into play, it won't take long for you to build up a lot of card advantage!

Mercenaries don't play fair

You have to change your thinking, though. If you're accustomed to playing black, you're probably used to dumping your hand quickly and overwhelming your opponent. That can still happen with Mercenaries. But if you have a Mercenary on the table, it's often better to save your mana to activate the Mercenary's recruiting ability rather than playing cards from your hand. Better yet, activate the Mercenary's recruiting ability at the end of your opponent's turn or perhaps just before declaring blockers, if you're feeling really nasty.

Oh, and before anyone asks, it's cah-TEHR-an, not CAT-er-an.

Get the urge for theurges

Black has other interesting cards, as well. The Spellshaper theme in the *Mercadian Masques* set is supported in black with five cards:

- **BOG WITCH**—a Spellshaper Dark Ritual.
- **NOTORIOUS ASSASSIN**—a Spellshaper Dark Banishing.
- **INSTIGATOR**—a Spellshaper Nettling Imp.
- **CKACKLING WITCH**—a Spellshaper Howl from Beyond.
- **UNDERTAKER**—a Spellshaper Raise Dead.

The Spellshapers were originally called "Theurges," so these cards had names like "Ritual Theurge" and "Howl Theurge" in early playtesting. Remember, your Mercenaries can help you maintain card advantage, so you may have cards you can discard to use the Spellshapers' abilities. Of course, if your opponent dares to hold cards back to use his or her own Spellshapers, black is the perfect color to punish such impudence!



Black's Top Five



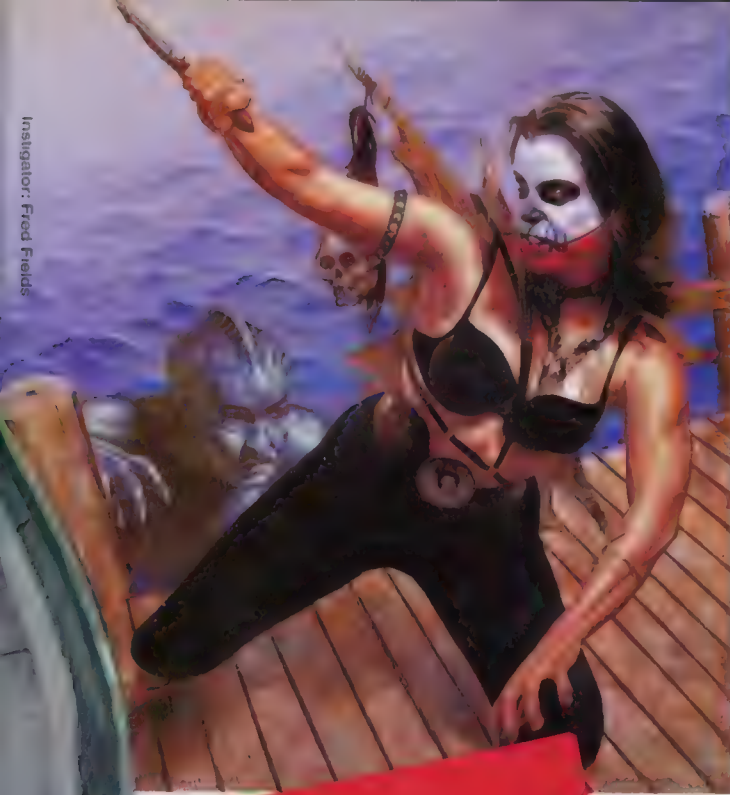
Cateran Summons

Remember *Demonic Tutor*? The out-of-print, broken card that enables you to search your library for a card and take it into your hand for only $\{B\}$? How would you like to play it for only $\{B\}$? Okay, *Cateran Summons* lets you look only for Mercenaries, but if half your deck is Mercenaries, that's no disadvantage. You pay only $\{B\}$, and the card you want goes right into your hand—this card just can't be bad.

Cateran Enforcer

There are lots of good Mercenaries to pick from (look at *Cateran Brute* in the deck, for example) but the *Cateran Enforcer* has two things going for it. It's a Mercenary that can search for all those other Mercenaries, giving you great card advantage. And it can't be blocked except by artifact creatures and black creatures. With a power of 4, that means the *Cateran Enforcer*





Deck: Black Beatdown Mercenaries

CREATURES (21)

- 1 Bog Smugglers
- 4 Cateran Brute
- 2 Cateran Enforcer
- 3 Cateran Kidnappers
- 2 Cateran Persuader
- 1 Highway Robber
- 2 Primeval Shambler
- 4 Silent Assassin
- 2 Strongarm Thug

- 2 Corrupt
- 4 Dark Ritual
- 3 Duress
- 1 Expunge
- 2 Yawgmoth's Will

LANDS (23)

- 21 Swamp
- 2 Polluted Mire

SIDEBOARD

- 2 Contamination
- 2 Dread of Night
- 1 Duress
- 4 Perish
- 3 Persecute
- 1 Planar Void
- 2 Powder Keg

SPELLS (16)

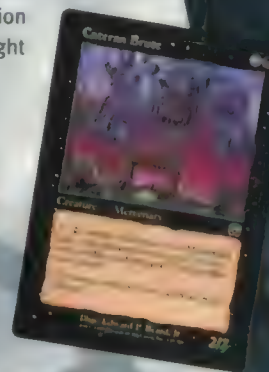
- 3 Cateran Summons
- 1 Contamination

R&D's Teeuwynn Woodruff designed this deck for Wizards' "Future League," in which we playtest prototype cards from upcoming sets. The original design also had 10 *Nemesis* cards in it, which we took out—for the time being, anyway. "I created the deck because I wanted to see if Mercenaries were viable—and they were! Also, I wanted to be evil."

(Those of us who know Teeuwynn were surprised neither by her devotion to testing an important game mechanic nor by her penchant for the dark side.)

The deck disrupts the opponent early with discard and creature destruction, then builds a large army of Mercenaries. The key recruiting Mercenary is Cateran Brute, but there are some larger recruiters too. If you don't have the right Mercenary for the mana on the table, Cateran Summons will find what you need.

Contamination can get you close to a lock in many games, especially if your opponent is getting all of his or her mana from lands and isn't playing black. You can keep recruiting more Mercenaries, so you'll be able sacrifice creatures to Contamination long after other decks peter out.



RECURSION

One of the great things about black is that it makes death a temporary annoyance — or even a benefit. Many black cards let you use recursion: bringing cards from your graveyard back into play for more deadly value than they had when they died.

- If you can recursion to bring creatures back from the graveyard, you aren't losing them regularly and will have a much stronger board of your opponent's when not in play.
- You're achieving a form of card advantage — you have gotten to bring cards (and thus more threats) than your opponent.



can put down a lot of hurt all by itself; never mind what happens once its friends come to play too.

Delraich

The big, scary creature in black, Delraich is plenty big and plenty scary. It has a mana cost of 6, but for that you get a 6/6 creature with trample. The really scary thing about it is that you can put it into play without paying its mana cost — if you can manage to sacrifice three black creatures.

Where are you going to get that many black creatures? Well, tokens are one possibility: Sengir Autocrat (in the *Classic* set) comes into play with three 0/1 Serf tokens. But don't forget those

Mercenaries. If you play with smaller Mercenaries like Cateran Persuader, which costs 2 and can fetch another Mercenary for only 1, you can gather small black creatures in a hurry. Another good candidate is Ravenous Rats from *Urza's Destiny*—you put the Rats

into play, your opponent discards a card, then you feed the Rats to Delraich. None of these tricks leaves you at a card disadvantage!

Of course, if you're in a hurry, just play a turn-one Dark Ritual, play three creatures that cost 2, sacrifice them to play Delraich, and boom! You have a

6/6 trampler on the first turn. Not for the faint of heart.

Snuff Out

Snuff Out is basically a Dark Banishing that costs an extra mana to play. But if you have a swamp on the table, you have the useful option of



being able to pay 4 life instead. Any black deck will be happy to have this option, and a super-fast black deck will love the speed boost. Just keep playing creatures to beat down your opponent, and if he or she dares to block, play



Snuff Out on the blockers without pausing in your army's buildup. After all, you're going to win so fast that it doesn't matter if you spend life to do it.

Enslaved Horror

This is a 4/4 creature for only 4 mana. What's the catch? Each of your opponents gets

to take a creature from his or her graveyard and put it into play. What's that? You say you played this on the second turn with help from Dark Ritual? The game's just started and your opponent doesn't have any creatures in the graveyard yet? Bummer, huh? Recursion is always best when you're the only one doing it.

FOCUS:

RED

It's a simple choice—
**Better red
than dead!**

Be aggressive!

The two major new mechanics in *Mercadian Masques*, alternative play costs (APCs) and spellshapers, help red stay the angry, aggressive color you know and love—or fear, maybe. Let's look at some tasty new ways to apply the beatdown.

Alternative Play Costs Two of the red APC cards deal damage.

Thunderclap can get rid of an individual creature when all your lands are tapped.

Similarly, Cave-In is mass removal.

Masques also features:

- **CRASH**—an APC Shatter.

- **PULVERIZE**—an APC Shatterstorm.

- **KYREN LEGATE**—a 1/1 creature with haste that's free if your opponent controls a plains.

Spellshapers Red has spellshapers

that deal damage, destroy artifacts, destroy lands, and destroy walls. Kris Mage, the damage spellshaper, made our Top 5 list for red *Masques* cards; check it out on the next page. Plus, there's:

- **SEISMIC MAGE**—the land-destroying

Spellshaper that can be the lockdown card in your land destruction deck.

- **HAMMER MAGE**—does *mass* artifact destruction; against the right deck, it'll give you major card advantage.

- **BLASTER MAGE**—the ability to destroy walls is better than you might expect. In Sealed *Masques* matches, you'll see several Walls that can be quite annoying (notably Stinging Barrier). If your opponent has these Walls, you'll be eager to make them go away.



Kris Mage: Matthew Wilson

Deck: Red Menace
Target 13

The Red Toybox

Every color gets APCs and Spellshapers, of course. Here are some uniquely red mechanics that make a major appearance in *Masques*:

Chaos

Red has several “chaotic” cards in *Masques*. If you’re feeling lucky—or skillful—try:

- **FLAILING OGRE, SOLDIER, AND MANTICORE**—they become bigger or smaller depending on which player pumps mana into them.
- **ROBBER FLY**—it takes away your opponent's hand of cards, then supplies a new one.
- **PUPPET'S VERDICT**—depending on a coin flip, it either destroys all small creatures or all big ones.
- **THIEVES' AUCTION**—most chaotic of all, it rearranges control of all permanents in a very unpredictable way. Just like real life, you don't know *what* you will end up controlling by the end of an Auction.

Haste

Because speed is so important in the **Magic** game, being able to attack with your creatures on the same turn you play them is a major advantage. In *Masques*, red has two creatures with haste and a Wall, Battle Rampart, that gives haste to other creatures.

- **GERRARD'S IRREGULARS**—4/2 creature with haste *and* trample.
- **LAVA RUNNER**—2/2 creature with haste and an ability that helps protect it from spells.

This deck is a updated version of "Ponza" decks that combine efficient, small creatures with a healthy dollop of land destruction. Your Kris Mages, Flailing Soldiers and Kyren Gliders can all apply early beatdown, while land destruction from both spells (Pillage, Stone Rain) and creatures (Avalanche Riders, Seismic Mage) will keep your opponent off balance. And don't forget, Squee is the perfect card to power your Kris Mages and Seismic Mages.

You have 13 sources for targeted land destruction and 13 sources of versatile targeted damage. The number 13 should be quite unlucky for your opposition.

Damage

Masques has an awesome 19 red cards that deal direct damage; if your Sealed deck contains red, you will almost surely have scads of direct damage. Beyond the direct damage cards we've already mentioned, there's:

- **KYREN SNIPER**—deals damage to your opponent every turn.
- **CINDER ELEMENTAL**—sacrifices for a Blaze effect.
- **SHOCK TROOPS**—a “big” version of Mogg Fanatic.
- **WARMONGER**—creature with the ability to deal large amounts of damage *and* the ability to act as mass creature removal.
- **LUNGE**—deals 2 damage to a creature and 2 damage to a player. With Lunge in your deck, you’ll avoid the dilemma “burn” decks often face: whether to use your damage spells on your opponent’s creatures or on your opponent.

ARTIFACTS (4)

- 2 Masticore
2 Powder Keg

CREATURES (19)

- 2 Avalanche Riders
3 Flailing Soldier
4 Kris Mage
3 Kyren Glider
2 Lightning Dragon
3 Seismic Mage
2 Squee, Goblin
Nabob

SPELLS (13)

- 3 Arc Lightning
3 Pillage
4 Shock
3 Stone Rain

LANDS (24)

- 2 Dust Bowl
2 Ghitu Encampment
18 Mountain
2 Sandstone Needle

STARTER TERMS¹

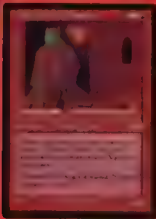
Direct Damage

Direct Damage
Red is the master of direct damage — cards and abilities that deal damage, well, *directly*. Instant-speed damage is useful because you can use it:

- Before combat (to get rid of a creature you'd rather not face, for example).

- During combat (I think we all know why that's useful).
 - After combat (to polish off a creature you wounded in combat, perhaps).
- Direct damage is also versatile, because many sources of direct damage can be aimed either at creatures or at your opponent. Those direct damage sources can clear the table for you early in the game, or finish off your opponent at the end.

Red's Top Five



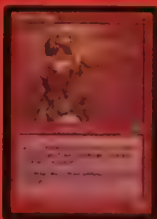
Squee, Goblin

If you're using a cell, it's a minor inconvenience. Square gives you a lot of money for all game time. The best of possible worlds is almost within your grasp. **Spotify**

Jack: Swimming, Pyromancy, Latching
 Family: Sister, Alchemist, Marshall
 Enemies: Werfble, Lumber, Survival of the
 Fittest, Hound Herring, Cuddlemore
 Quote: Now that's a secret! But
 And in a pinch, you can actually play
 Spore and use him as a looker
 every run...

Kris Mage

ore. Wege will probably join your income-bounded flock. A fast doc plays lots of b's (creatures for one minute, working out creatures with the best abilities). The ability to deal direct damage, even at the cost of a stick, is an amazing bonus. If you



Investment in
offering a million-
year stock and
gold mining
company now,
you can save \$10
thousand for each of
the 100 shares.
In your opinion,
what is the best
investment in
offering a million-
year stock and
gold mining
company now?



Kyren Negotiations

Send a card for your influence about! Check your Values Rejuvenation. Give it's on the table, all your results and action history are about themselves to what happened.

every day, with all that food they were
 giving them. They're generous and nice.



Cave-In

Save it is the new Perseus, it will save the little heart of mine, while making his life more beautiful. It's hard to tell.

which used to feature a hypermarket, with its low-price policy, in Carrefour, which means that stores had lost an important sales channel of discounting a good. At any rate, Pyramid was a powerful land, so there's every reason to believe Carrefour will be sought after too. The ability to deal from an efficient shopping point



Volcanic Wind

[illegible]

**Green's got your
beef right here!**

Beating Green

It is a well-known “fact” among **Magic** players that Wizards of the Coast maintains a conspiracy against the color green. How else can you explain the recent “junk” that Wizards has been passing off as playable green cards? Look at **Argothian Enchantress**—way overcosted at two mana—or **Rancor**, which should have allowed you to draw a card like that feeble **Wall of Blossoms** did. If that’s junk, expect more of the same from the *Mercadian Masques* set.

We've Hired New Mechanics

Green is well represented in *Mercadian Masques*'s new mechanics. Green gets a number of good Spellshapers, including Deepwood Drummer—a strong threat card in Limited formats. In addition to this, green also gets the “Fog” Spellshaper: Dawnstrider.

Green also got the goods in the cycle of creatures that either player can use, known in R&D as the “Ifh-Biff” cycle. Squallmonger is clearly the strongest of the cycle and will likely see tournament play in mono-green decks.

Other places where green did well?

- **THE WALL CYCLE**—Vine Trellis will become a staple in mono-green decks when Wall of Blossoms leaves the Standard environment.
- **ALTERNATIVE PLAY COST CARDS**—especially Invigorate, which you'll see a *lot*.
- **THE LARGEST LEGATE** (a creature you can play for free when certain lands are in play)—the 2/1 Rushwood Legate.

What's Old Is New Again

Several blasts from the past made their way into the new set. One of the more popular cards from the *Alliances* expansion, Deadly Insect, makes a reappearance. In fact, *Masques* is the first set to reprint creatures from expansions other than ***Magic: The Gathering—Portal*** sets. In the past, reprints of creatures have always had new names, such as Restless Dead for Drudge Skeletons, and Fyndhorn Elves for Llanowar Elves. Several other strong green cards from old-school **Magic**, such as Desert Twister and Tranquility, also make an appearance in *Masques*.

All in all, although *green* misses out on the Rebel/Mercenary mechanics (limited to black and white cards), it has several of the top Spellshapers and alternative play cost cards.

Expect veteran **Magic** players to rate green one of the top colors in the set.

Green's Top Five



Collective Unimodality

Even with a manta card of six, this card will see tournament play in years, the land manta rules you can offer are his manta built help from three or four combined he has three. Either the two manta men between a manta. A manta card of six is just a manta manta. If you have a manta manta, if you are a manta manta of six, then

card is, it is used to
Library of the Beast

Deck: Green Weenie Mana Madness

CREATURES (23)

- 4 Elvish Lyrst
- 4 Llanowar Elves
- 1 Maro
- 1 Multani, Maro-Sorcerer
- 2 Multani's Acolyte
- 4 Priest of Titania
- 2 Rofellos, Llanowar Emissary
- 3 Squallmonger
- 2 Vine Trellis

SPELLS (14)

- 2 Collective Unconscious
- 1 Creeping Mold
- 2 Desert Twister
- 2 Invigorate
- 2 Nature's Resurgence
- 4 Rancor
- 1 Symbiosis

LANDS (23)

- 18 Forest
- 2 Gaea's Cradle
- 3 Treetop Village



The deck plays much like the standard green weenie deck with Rancor, but it has a little more finishing power if things go bad for you early. The plan is to play out your hand, then use Collective Unconscious to fill it up again. The deck generates a lot of mana, which

you can use for Squallmonger damage or to play big creatures. It's important to be aggressive early, because this deck will peter out in the late game. For a sideboard, add enchantment destruction (additional Creeping Molds might be helpful) and some color-hosers. As with any mono-green deck, Mana Madness has a big problem with Perish, but Nature's Resurgence can occasionally help you recover from the devastation.



STARTER TERMS Card Advantage

Think for a minute about the very beginning of a Magic game. You and your opponent are exactly tied, and you have exactly the same resource:

60 face-down cards. But it doesn't stay even for long. Ultimately, some of those 60 cards have to win you the game—and they have to do it before your opponent wins. If you have access to more of those 60 cards than your opponent does, you have the advantage; you've got more resources to apply pressure with. Magic veterans call those extra cards "card advantage."

Here's how it works: Say you activate Squallmonger's ability and send two of your opponent's Cloud Sprites to the graveyard. You've just achieved card advantage: one of your cards just destroyed two of your opponent's. Better yet, your card is still around, so that's a two-card advantage for you. Card advantage isn't everything in Magic, but it is worth striving for.



Squallmonger

Squallmonger may well replace Hurricane as green's primary weapon against flying creatures. For only four mana, you get a 3/3 creature with a built-in anti-aircraft gun.

Squallmonger doubles as a finisher card if you're ahead in life, because you can whittle away both players' life totals until your opponent hits zero. And should your opponent lack blockers, Squallmonger can contribute an extra 3 damage in beatdown a turn. Because green rarely has worthwhile creatures with flying, this card fits the color well—just as Hurricane helped green for so many years. With the bushels of mana you can generate with green decks these days, Squallmonger can blow your opponent away.

Deepwood Drummer

This card may not show up in Constructed play, but it is devastating enough in Sealed and Draft formats to reach the third spot on the list. The ability to turn any card in your hand into a near-Giant Growth is a huge threat. With a Deepwood Drummer on the table, your foe won't want to block or attack, because the Drummer will swing the battle in your favor. Spellshapers in general are very nice—they let you put cards in your deck that you might not be sure about. If the card isn't useful when you draw it, just pitch it to a Spellshaper for a good effect.



Land Grant

This odd card basically serves as a placeholder for a forest in your hand. The requirement that you reveal your hand to play it for free is a minor drawback, but the ability to thin the lands out your deck makes the card quite playable—and rarely is it a dead card. Land Grant will often enable you to play slightly fewer land cards because it can fetch the lands you need.



Invigorate

The popularity of the Alliances pitch cards was no fluke. A good player looks very carefully at any card that can be played without paying mana. Mercadian Masques has more than a dozen alternative play cost cards, and Invigorate is one of the best. Because Invigorate can give a creature +4/+4 with no mana cost, you can often save a creature in combat or one targeted by direct damage. The 3 life your opponent gains can be quickly whittled away by the creature that Invigorate saved.



FOCUS: MERCADIAN MASQUES

ARTIFACTS & LANDS

Finally!
*Toys everyone
can play with!*



Rendezvous with Ramos

The Tooth, Eye, Skull, Heart, and Horn of Ramos are mana-producing artifacts reminiscent of the Diamonds in the *Mirage* set. Like the Diamonds, they fit into decks that use Armageddon, because they survive to produce mana afterward. Unlike the Diamonds, the artifacts in the Ramos cycle can be sacrificed for an additional mana, in case you need a little bit extra. This ability is better

than it sounds, because it means that as long as you have a Ramos artifact in play, you're not quite tapped out. Your opponent must consider the possibility that you might play a one-mana spell even when all your lands and artifacts are tapped.

Here's how the colors match up with the various body parts of Ramos. You might as well memorize these now...

- TOOTH OF RAMOS—white mana.
- EYE OF RAMOS—blue mana.
- SKULL OF RAMOS—black mana.
- HEART OF RAMOS—red mana.
- HORN OF RAMOS—green mana.

Notice how they match up with appropriate colors? Repeat 20 times: *White tooth, blue eyes, black skull, red heart, green horn* (ha!).

Okay, forget all that "mechanics" stuff...

The two major *Masques* mechanics have relatively little impact on artifacts and lands. Alternative play costs don't really apply to lands because they don't usually cost mana to play, and there are no artifacts in the set with alternative play costs. There is one Spellshaper artifact: Toymaker, which can turn a noncreature artifact into an artifact creature much as Karn, Silver Golem does. But Toymaker costs 2 to put into play, while Karn costs 5.

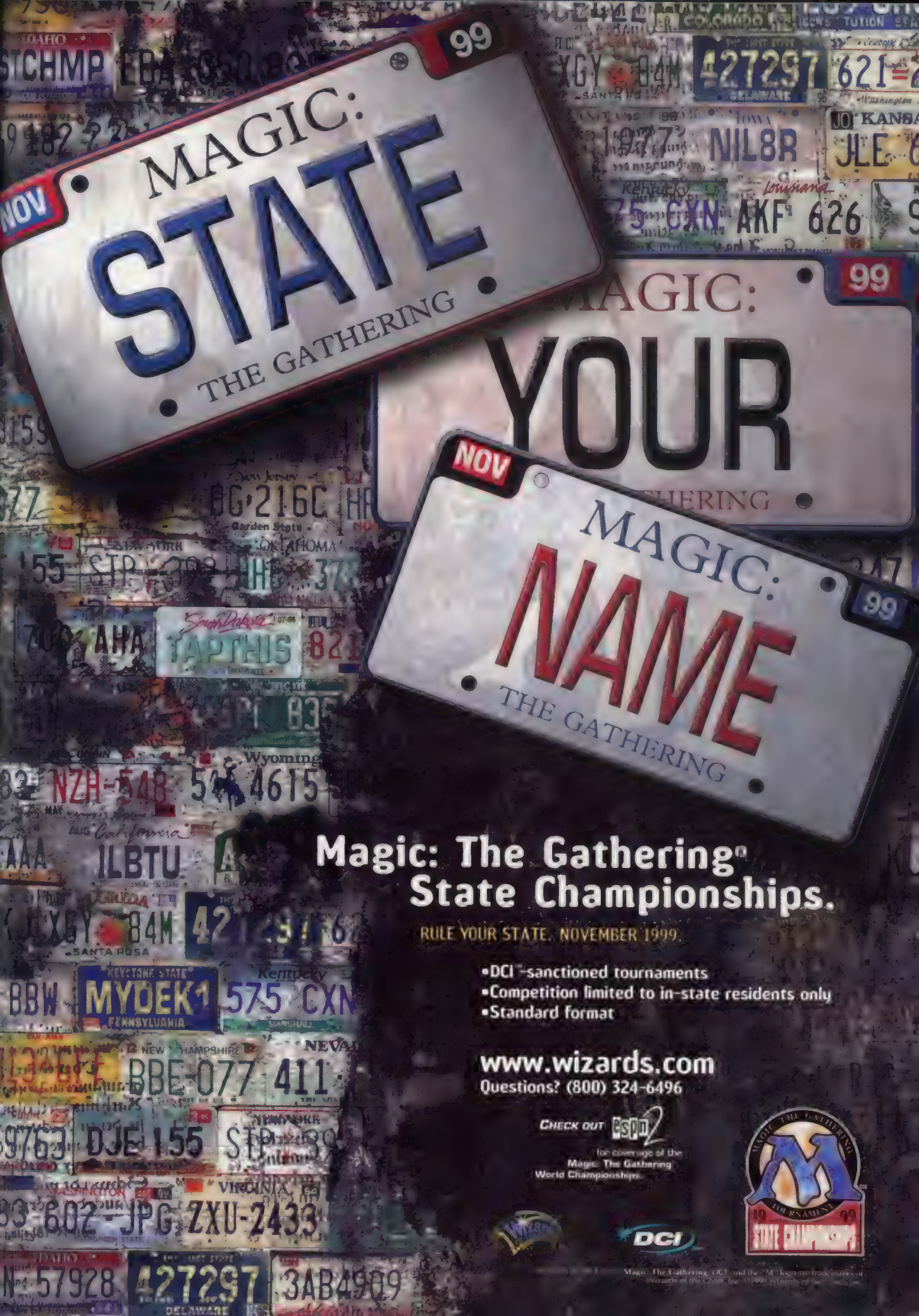
But there's a lot going on with *Masques* artifacts and lands. They have two mechanics all their own, namely depletion and storage. *Masques* also has one cycle of artifacts and two cycles of nonbasic lands.



STARTER TIPS! Mana acceleration

You may have noticed that some of the artifacts and lands have the "tap to produce mana" ability. Some cards give you extra mana—but there's always a catch. For instance, *Magical Storm* costs 10 to cast, but if you can tap 10 artifacts, you don't need to worry about the mana cost.

As an example, say you're playing a deck with *On Your Feet* (see, you could play *On Your Feet*!). Then on turn 10, you could tap *On Your Feet* for two mana, play two *On Your Feet* cards, play a *Magical Storm* (that's seven black mana on turn 10), enough to play a 7/7 *Colossal Dreadmaw*. (Waited, we're assuming an opponent tapping 10 artifacts to play *On Your Feet* twice. And that's very much a *Magical Storm* idea.)



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Artifact & Land Top Five



Puffer Extract

You can spend $\{X\}$ and tap Puffer Extract to give one of your creatures $+X/+X$ until end of turn.

However, you must sacrifice the creature at the end of the turn. This ability has a multitude of uses. You can use it to kill off an opposing blocking

or blocked creature, by, say, making your attacking Goblin a 6/6 creature, able to kill a blocking Dragon. You lose your Goblin at the end of the turn, but it would have been killed anyway. You can also use Puffer Extract to win the game by giving one of your unblocked attackers a large bonus, dealing enough damage to your opponent to end the game. Lastly, you can use Puffer Extract on a creature you've "harrowed" with Ray of Command or some other temporary control effect. You get a larger creature for the turn, and you conveniently dispose of it before your opponent can get it back.

Crumbling Sanctuary

Crumbling Sanctuary effectively provides you with extra "life" while it's in play, because each time a player takes damage, that player instead removes the top card of his or her library from the game. If you're playing a control deck, you might be able to use this card to stay in the game long enough to get your lock set up. Be careful, though—for this approach to be effective, your deck needs to have several ways to win. It's possible that Crumbling Sanctuary will cause some of your deck's victory cards to be removed from the game. Also, you may not want to draw too many cards; one of the most embarrassing ways to lose is to deck yourself.



the Atlas is that the card draw is free—once your Atlas is in play, you don't have to pay a mana cost to draw the extra card. Being unable to draw an extra card on the same turn that you put a land into play is a significant restriction, however. Drawing lots of cards will likely put extra lands in your hand, thereby creating a dilemma—but you can use those lands for other things (think Spellshapers).

Power Matrix



Each turn, you can tap Power Matrix to give a creature $+1/+1$, flying, first strike, and trample! Each ability by itself is fairly small, but the combination makes the Matrix a valuable addition to a creature deck, provided the deck can afford its $\{1\}$ cost. Power

Matrix's ability can be played at instant speed, making it especially valuable. As with Giant Growth, you can attack with a bunch of creatures, wait to see how your opponent blocks, then pump a creature to alter the outcome of one of the combats. This could easily save your creature and kill your opponent's creature at the same time, giving you a two-card advantage.

Dust Bowl

You can tap Dust Bowl for one colorless mana. You can also spend $\{1\}$, tap it, and sacrifice a land to destroy a target nonbasic land. In environments in which a lot of nonbasic lands are played, this is a powerful ability. Dust Bowl may allow you to lock your opponent out of a color, for instance, or get rid of those deadly Treetop Villages. The mana cost to destroy a land is quite a disadvantage compared to Wasteland from the *Tempest* set but, in compensation, the Bowl is reusable. As long as you have lands available to sacrifice, you can continue to send your opponent's nonbasic lands to his or her graveyard.



Mercadian Atlas

Mercadian Atlas enables you to draw an extra card at the end of any turn in which you didn't play a land. The best thing about



Deplete to defeat

Remote Farm, Saprazzan Skerry, Peat Bog, Sandstone Needle, and Hickory Woodlot can provide two mana twice. After that, you have to sacrifice them. Because they also come into play tapped, these "depletion" lands are not likely to see Constructed play, but they could be useful in Sealed, where a first-turn Sandstone Needle won't be a hindrance because you haven't got any one-mana-cost spells to play anyway. Then you'll be set to play Lava Runner on your second turn and start some Lizard beatdown.

- REMOTE FARM—white mana.
- SAPRAZZAN SKERRY—blue mana.
- PEAT BOG—black mana.
- SANDSTONE NEEDLE—red mana.
- HICKORY WOODLOT—green mana.

No, there's no cute trick to remembering these, but you better memorize 'em anyway.



Energize me

Saprazzan Cove, Subterranean Hangar, Fountain of Cho, Mercadian Bazaar, and Rushwood Grove are storage lands similar to the ones from the *Fallen Empires* set but with improved flexibility. These lands come into play tapped; each turn you can tap them to add a counter, or tap and remove counters for mana. You'll probably see them in decks that need a sudden one-turn burst of mana for a large spell or for a spell with $\{X\}$ in its mana cost.

- FOUNTAIN OF CHO—white mana.
- SAPRAZZAN COVE—blue mana.
- SUBTERRANEAN HANGAR—black mana.
- MERCADIAN BAZAAR—red mana.
- RUSHWOOD GROVE—green mana.



Poker night



gone rabid

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Combos

The desire to find new combos is what drives most **Magic** players when a new card set arrives.

The *Mercadian Masques* set is the first in a new card block. That means new mechanics, hundreds of new cards, and a smaller Standard tournament environment. The early word inside the walls is that the post-*Masques* environment is slower, giving you a few more turns to survive before you drop that game-winning combo or fat creature.

We'll see. For now, here are a few solid combos you can build a deck around—consider them an appetizer to whet your appetite. Soon enough, you'll be digging through the card encyclopedia, looking for your own combos to put the hurt on your friends. After all, that's what **Magic** is all about, right?

Collective Unconscious and Spontaneous Generation



One of the first cards that made us do a double take during playtesting was *Collective Unconscious*. It's an expensive sorcery (4 ●●●), but quite simple: Draw a card for each creature you control. Hey, we're suckers for card advantage around here. Because green is all about fast mana and solid creatures, there are lots of cards that combine well with *Collective Unconscious*.

One of the most compelling is *Spontaneous Generation*, another sorcery that puts a 1/1 token creature into play for every card in hand. See the combo? *Collective Unconscious* gives you cards for your creatures, and *Spontaneous Generation* gives you creatures for your cards. Each one makes the other better, and eventually you'll have scads of cards and a veritable army of creatures.

To make this into a deck: Fast mana is your friend, so load up on those Elves (like *Llanowar Elves* and *Priest of Titania*). Because they're creatures, they'll make your first *Collective Unconscious* play stronger—and it'll happen faster.

Things to watch out for: There's nothing "blatant" about this combo, so you'll have to watch for it in the future. And because the combo relies on creatures, you'll need to have a turn to cast before you can play *Collective Unconscious*.

Delraich and Sengir Autocrat



Delraich is the most recent successor to *Lord of the Pit*, and its sacrifice requirements are, well, less of a sacrifice than most. If you can sacrifice three creatures, you can put *Delraich*, a 6/6 trampler, in play for free. Let me repeat that: a 6/6 trampler. For free. *Sengir Autocrat* provides just the right sacrifice, because it comes into play with three 0/1 Serf tokens in tow. So for a total cost of 3 ●, you can play the 2/2 *Autocrat*, sacrifice its tokens to bring *Delraich* into play, and presto! You've got fresh beatdown to the tune of 8 power ready to go.

To make this into a deck: Small black creatures like *Ravenous Rats* can stave off early pressure before you have enough mana to pay for *Sengir Autocrat*—and in a pinch, you can sacrifice them to play *Delraich*. Search cards like *Vampiric Tutor* will make sure you have both parts of the combo when you need them.

Things to watch out for: Expect *Delraich* to draw a lot of fire from the moment it hits the table, so you'll need to have a way to deal with it. And because the combo relies on creatures, you'll need to have a turn to cast before you can play *Delraich*.

Charisma and Warmonger

It'll take a few turns of preparation to pull off this combo, but once it's in play, the effect can be spectacular. Your first step is to play Warmonger, a red creature that deals damage to every creature without flying and both players... whenever *either* player pays 2. That's pretty good, especially if you're facing a horde of 1/1 creatures, but you'll want to watch out, because your opponent can pile it on by spending his or her own mana.

Using the Warmonger becomes significantly safer once you've enchanted it with Charisma. Now you've got a damage-dealin' machine that doesn't just kill things, it controls them, too. If your opponent has a bunch of big creatures, you can steal them all—heh heh heh—for only 2. And Charisma also makes it a lot less likely that your opponent will use your Warmonger; if he or she does, all your opponent's creatures fall under your control.

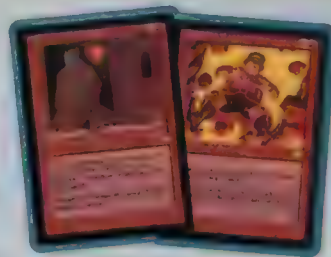


To make this into a deck: Go with a mostly blue deck that splashes red. And use lots of creatures with flying, because they don't take damage from Warmonger's ability. Fortunately, blue's got lots of flyers.

Things to watch out for: If your opponent has a lot of flying creatures, they're tricky. And if your opponent has a lot of red creatures, they'll use your Warmonger to kill them.

Squee, Goblin Nabob and Seismic Mage

Ah, Squee. Everybody's favorite bug-eatin' goblin will prove just as annoying to your opponent as he sometimes is to the crew of the *Weatherlight*—he never goes away. Whenever Squee, Goblin Nabob hits your graveyard, it'll pop back into your hand at the beginning of your next turn. Short of a remove-from-game effect, Squee will always be a factor in your game. This makes it ideal fodder for any of the Spellshaper cards in *Mercadian Masques*, because you can pitch Squee for an effect, then get it back and do it again next turn.



To make this into a deck: You'll want to support your combo with the usual array of small, efficient red attackers, and more land-destruction spells are always helpful if you're trying to land-lock your opponent. Direct damage spells (and maybe Kris Mage, another Spellshaper) can give you board control and the finishing blow you'll need.

Things to watch out for: If your opponent has a lot of flying creatures, they're tricky. And if your opponent has a lot of red creatures, they'll use your Squee to kill them.

For example, look at Seismic Mage. With Squee in your hand and Seismic Mage on the table, you can destroy one of your opponent's lands every turn— indefinitely. Just pay 2, tap Seismic Mage, and discard Squee from your hand. One of your opponent's lands goes to his or her graveyard, and Squee goes to yours. Guess which one will come back faster?

You have the power to punish your opponents for their *lack of diversity*.

Cornered Market and Arrest

Take a look at decklists these days and what do you see? Multiples of the same creature, that's what. How many red decks *don't* use four Mogg Fanatics? How many Stompy decks forgo the obligatory four Llanowar Elves? At last, you have the power to punish your opponents for their lack of diversity.

Cornered Market is the paddle you'll spank them with. It's a deceptively simple enchantment: once a card is in play, nobody can play spells with the same name. (There's an exception for basic lands, of course.) So that means you only have to deal with one Mogg Fanatic at a time. Your opponent will eventually be staring at a hand full of cards he or she can't play.

You still have to worry about the first creature of each type, of course, and that's where Arrest comes in. Pick the best target and let fly with Arrest. The creature you've just enchanted with Arrest stays on the table, preventing identical creatures from coming into play, but it's not gonna do much on the table.



To make this into a deck: Imagine a solid blue/white control deck that's light on permanents to begin with. Diversify your creature base so you won't be hurt by Cornered Market.

Things to watch out for: If your opponent has a lot of flying creatures, they're tricky. And if your opponent has a lot of red creatures, they'll use your Cornered Market to kill them.

Thieves' Auction and Brand

Whenever you see a red deck nowadays, you automatically think Sligh or land destruction. But it doesn't have to be that way. Here's a mono-red combo that can catch a jaded opponent completely unawares.

First, survive long enough to play Thieves' Auction, a sorcery that costs 4. (We know that's not necessarily easy to do. But bear with us.) When it resolves, the Auction totally changes the face of the game, because players alternate picking permanents until every card on the table has a controller—quite possibly a new one. With this combination, you'll want to make sure that you get at least one mountain and as many of your opponent's creatures as possible. Grab your opponent's stuff



To make this into a deck: In addition to the combo itself, you'll want a solid creature base (to help you survive long enough to get the combo into play) and some mana acceleration (same reason, really).

Things to watch out for: If your opponent has a lot of flying creatures, they're tricky. And if your opponent has a lot of red creatures, they'll use your Thieves' Auction to kill them.

even if your stuff is better—you want control of the permanents to be reversed as much as possible.

Here's why: As soon as you untap that mountain, play Brand, and all your permanents return to your control. So now you've got all your permanents back, plus at least some of your opponent's. Most importantly, it's just a cool way to win the game.

What Spell Are You Playing?

Welcome to Mercadia, city of intrigue, collusion, conspiracy. Just off the boat, and already you're in a spot of trouble. An altercation with a "noble" has resulted in taunts, rancor, and finally . . . a challenge.

“So you wish to test your pitiful Magic® knowledge against mine?” he leers, seething with condescension. “So be it. A simple wager, then. I will ask you five riddles. Answer them and I will gladly acknowledge you a Magic guru. I’ll even throw in a whole raft of Mercadian Masques™ booty! But if you fail, puny planeswalker, you will serve as my fool at the banquet tonight. You will be my mincing Mercadian mime!”

I Your mana is all spent. Your opponent moves in for the crushing blow with a Rain of Tears to destroy your High Market. You calmly remove Brainstorm from your current repertoire to send the Rain back to drizzle devastation on his swamp. What spell are you playing?

II You have just sent your opponent's Cateran Overlord to an early grave, but from its cooling corpse a ghostly spirit rises to defy you. What spell are you playing?

III You send your Snorting Gahr into battle, but your opponent sends out her Hunted Wumpus to block. As a fast effect you enhance your Gahr with just enough power to destroy the Wumpus and the speed to strike first during battle. What spell are you playing?

IV You summon a creature, and a creature from your graveyard returns from the dead to steal life from your opponent and bestow it on you. However, the creature you summoned also gives your opponent the ability to raise the dead. What spell are you playing?

V You send an insect to attack your opponent. As it stings her, you gain the ability to destroy her Henge Guardian. In addition, the sting causes your opponent to discard a card from her hand, and allows you to draw a card from your library. What spell are you playing?



Wizards of the Coast, Inc. is pleased to announce the "What Spell Are You Playing?" Contest, a special event for the Magic: The Gathering community. The contest is open to all players of Magic: The Gathering, regardless of age or skill level. The contest is designed to celebrate the creativity and skill of the Magic community. The contest is open to all players of Magic: The Gathering, regardless of age or skill level. The contest is designed to celebrate the creativity and skill of the Magic community. The contest is open to all players of Magic: The Gathering, regardless of age or skill level. The contest is designed to celebrate the creativity and skill of the Magic community.

Mail this completed form to:
 "What Spell Are You Playing?" Contest, Wizards of the Coast, P.O. Box 707, Renton, WA 98057-0707

What Spell Are You Playing?

I. _____ IV. _____
 II. _____ V. _____
 III. _____

Name: _____ Address: _____
 City: _____ State/Province: _____ ZIP/Postal code: _____
 Phone: _____ Email address: _____ Birth date: _____
 (mm/dd/yy)

Magie & Mayhem

The Mercadian Masques Theme Decks Are Ready to Rumble

by Michael G. Ryan

Theme decks have become a natural part of each Magic: The Gathering expansion, much like the resilient hope that more green cards will see tournament play. Each time around the block, the designers face off against pretty stiff requirements.

First, theme decks must try to effectively highlight the new mechanics. Next, they need to be playable against one another (which has led to decks being reined in!). Third, the decks should lend themselves to improvements, in case players want to modify the decks. Fourth, each deck has to meet specific rarity requirements (no deck gets three rare cards, no matter how much better the deck would be if it included an extra rare). Finally, all cards in the deck must come from the current card cycle. So, for the *Mercadian Masques* theme decks, all the cards came from *one* set of cards.

Oh, yeah—the decks need to be fun, too, by the way.

Not a problem for these folks.

He Cried, “More, More, More!”

Mercadian Masques lead developer Henry Stern originally called the deck he designed “Rebel Yell.” Somewhere along the way, it became “Rebel’s Call.” The potential Billy Idol lawsuit disappeared; the deck remained.

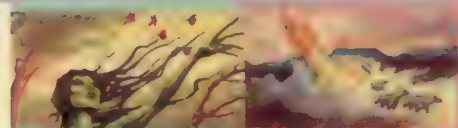
“Rebel’s Call” is a white weenie deck with a twist. Most white weenie decks come roaring out of the gate, desperate to win quickly before the opponent has a chance to rally and crush the rebellion. “Rebel’s Call” relies on patience—and recruitment tactics that put cheap slogans like “Be All That You Can Be” to shame.

Here’s how it works. Ramosian Sergeant hits the battlefield. Next turn, your Sergeant goes searching for a comrade and brings Ramosian Lieutenant into play. Next turn, both Rebels go in search of more help—Steadfast Guard or maybe Nightwind Glider (or more officers, to keep the exponential ball rolling). Pretty soon, your opponent will be armpit-deep in Rebels, and the midnight hour arrives.

Rebel’s Call is an enhanced white weenie deck with lots of room for growth.

Of course, “Rebel’s Call” has secret rebel sympathizers to help out: two Spellshapers (Charm Peddler and Devout Witness) that prove quite effective at keeping damage at bay or artifacts and enchantments under control. Afterlife and Arrest, both noncreature cards, can also halt one aggressor each. Later on, you can roll out the big guns—Ballista Squad—to obliterate opposing creatures foolish enough to draw attention to themselves by attacking or blocking.

Behind the Masque—Henry Stern: “The one advantage to being the lead developer is that essentially you get to choose which deck you’ll build. I thought ‘Rebel’s Call’ would be fairly straightforward, but it turns out that wasn’t quite true. I had to tone it down a bit. But I think it’s the easiest deck to scale up for tournament play, and there *will* be more Rebels in future sets.”



Phantomless Menace

“Deepwood Menace” is about as classic as decks come. Mark Rosewater’s theme deck intends to shoot first and ask questions later, but never gets around to bothering with the questions. Combining red and green, this deck simply piles on creatures for mass aggression (with some solid creature-removal skills among aggressors like Cinder Elemental, Shock Troops, and Squallmonger). In the background you’ll find equally menacing direct damage and other destruction spells, including Thunderclap, one of the more interesting cards with an alternative play cost in *Mercadian Masques*. Instead of paying Thunderclap’s 2 cost, you can choose to sacrifice a mountain instead. Either way, Thunderclap smashes down 3 damage on a target creature. The heavens have spoken.

But “Deepwood Menace” has a built-in “can’t-see-the-forest-for-the-trees” surprise that opponents will remember once they’ve traveled through these woods. Volcanic Wind, a red sorcery that takes 4 cost to play, is a nasty little spell that deals X damage, divided among any number of creatures, where X is the number of creatures in play. Reasonably menacing. But when you combine Volcanic Wind with Natural Affinity, a green instant for 2 that turns all lands into 2/2 creatures, you can see what a real pain in the menace this Wrath of God/Armageddon-like combination can become for your opponent.

Behind the Masque—Mark Rosewater: “I set out to make a traditional red/green deck—an old, old staple. But early on, my deck was too powerful and had to be toned down. Volcanic Wind *used to be* 2 cost, and every time I would play ‘Deepwood Menace,’ that card was just amazing. The result of the playtest: Volcanic Wind’s cost got changed! But there’s a new mechanic coming in *Nemesis* that will help my deck quite a bit....”



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*Tidal Mastery is not for
the weak of heart.*



Idle Tidal

William Jockusch has a history, according to Mark Rosewater, of making decks that are a little harder to play. But in the hands of the right player, those decks suddenly go from neutral to third gear without warning. That's the way "Tidal Mastery" works.

In the early game, "Tidal Mastery" is a sleeping dragon waiting to awaken. Your creatures play defense, particularly Darting Merfolk, which can survive the blocking process. Enchantments like Story Circle (white) and War Tax (blue) slow your oppo-

nent's pace of attack, possibly even bringing it to a halt. Survival is your early key, because the tide doesn't come in until later in the game. When it does, your opponent will need to clear the beach.

Use Counterspells and Thwarts to eliminate your opponent's more serious threats. Then "Tidal Mastery" will teach your opponent the meaning of "long-suffering." If you don't win by using Overtaker to control one

of your opponent's creatures for a turn and attack with it, then you'll win by pinpricking your opponent to death with Stinging Barrier. Either way, this will be a lesson in oceanography—let's hope your opponent isn't a slow learner.

Behind the Masque—William Jockusch: "Tidal Mastery" was tricky to build because it had to survive the early game, have enough late-game threats to win, and still fit into the rarity constraints of a theme deck. I really had to tweak it quite a bit."



Disrupter should keep your opponents constantly off-balance by denying them the things they need.

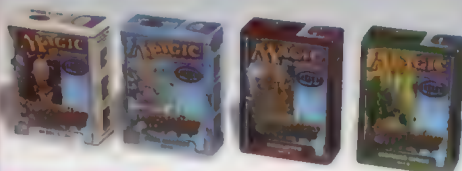
"We Disrupt This Program..."

The name alone should tell you that playing against Robert Gutschera's red/black "Disrupter" deck will be a test of your stamina...and your resources. The goal of "Disrupter" is to weaken an opponent on all fronts by eliminating his or her lands, creatures, and cards in hand. Any one of these forms of destruction would make for a deck unto itself, so "Disrupter" annoys in more mysterious ways.

"Disrupter" has only a little of each destruction type, so it requires you to pay attention to your opponent's weaknesses. Is your opponent short on land? Bring on Stone Rain and Rain of Tears. Does your opponent seem to be having trouble getting more than a couple of creatures into play? Try Vendetta or Snuff Out (and consider paying Snuff Out's alternative play cost of 4 life). Is your opponent clinging desperately to a couple of cards that are no doubt central to some combo? Specter's Wail ought to do the trick, and if not, Wall of Distortion can go after those cards turn after turn.

Once your opponent's service has been interrupted, "Disrupter" is ready to install some cable of its own. Send in your Molting Harpy (a 2/1 creature with flying) to check the above-ground wire. Your 4/3 Cateran Enforcer has a built-in Fear (only black and artifact creatures can block it), so ground-based blockers might as well catch some reruns. Toss in a bit of direct damage (via Cinder Elemental and Thrashing Wumpus) for good measure, and then it's showtime! By the time reception clears up, your opponent will miss the days of only four Channels (that's a bad Magic joke, folks, but it was there...sorry).

Behind the Masque—Robert Gutschera: "I started out wanting to build a black disruption deck, something that would mess up your opponent's plans. I wanted the deck to have a different feel from the white Rebel deck, so I avoided the Mercenary cards in black. That meant I needed to go to another color for some more cards, and the logical choice was red—plenty of great disruption cards available there!"



REBEL'S CALL
Perfect for:
Rebels with a cause
Color:
White
Biggest Creature:
Ballista Squad
(Knocks out the opposition)

D-SCANNER
Perfect for:
Spidists
Color:
Black
Biggest Creature:
Cateran Enforcer
(tough to block and recruits Mercenaries)

TIDAL MASTERY
Perfect for:
Control freaks
Color:
Blue & White
Biggest Creature:
Overtaker (lets you take control of opponent's creature)

DEEPWOOD MENACE
Perfect for:
Pyromaniacal druids
Color:
Green & Red
Biggest Creature:
Squallmonger (solid attacker and blocker with flyer removal)

Locked in a Vault in the R&D Secret Lab

Henry Stern confides that R&D has a "secret list" of cards that are exceptionally good, and he notes that designers are restricted as to how many cards from that list they're allowed to use in any given theme deck. Of course, Henry won't say precisely *which* cards appear on that list—so you'll just have to guess. In the end, would the four *Mercadian Masques* theme decks be more powerful with additional "secret list" cards? Probably. But as they stand, each deck plays well against the others *and* against previous theme decks. Plus, each deck has a clearly recognizable enhancement path for more aggressive players who might want to add more of those exceptionally good cards.

So... which cards in the *Mercadian Masques* theme decks do you think came from R&D's "secret list"?

And how many of them are going in *your* theme deck?

Michael G. Ryan has never worked for Showtime® or as a roadie for Billy Idol.



WHATEVER IT TAKES.

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Mercadian Masques™

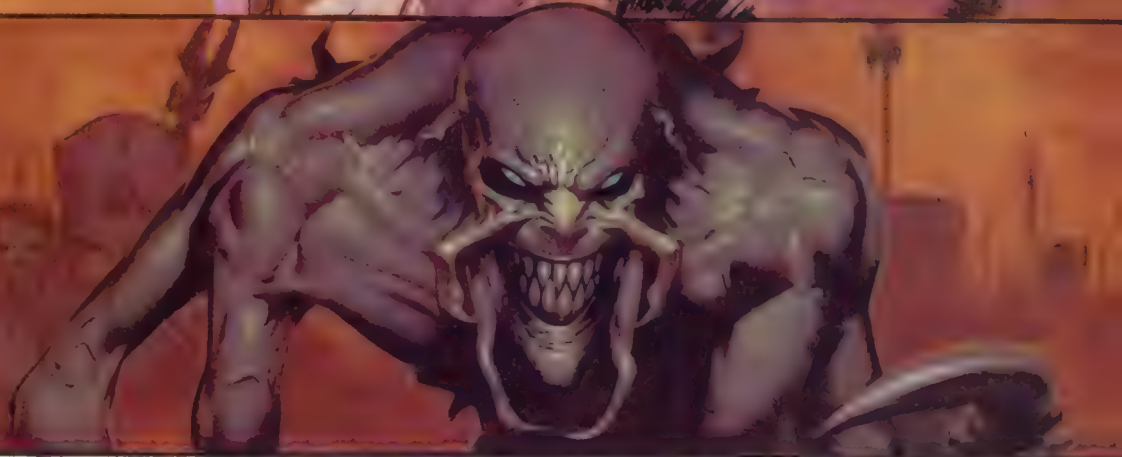


AFTER ALL WE'VE BEEN THROUGH...

...BETRAYAL, TORTURE, DEATH.
WE ARE WEARY. LOST. AND WE
ARE FAR FROM HOME.



AND WORST OF ALL...
WE ARE HELPLESS.



I'D THOUGHT IT WAS JUST ME.
THAT I'D FINALLY CRACKED
UNDER THE COMBINED WEIGHT
OF DUTY, HONOR, AND MY
BROTHER'S MAD VENDETTA. BUT
THE VIEW MADE IT OFFICIAL.



STORY BY SCOTT MCGOUGH AND KEV WALKER
BASED ON A NOVEL BY FRANCIS LEBARON

ILLUSTRATED BY KEV WALKER
EDITED BY MICHAEL MIKAELI

THE WORLD HAD TURNED
UPSIDE DOWN.

WE HAD TAKEN THE PRISONER AND
GAINED A SUCCESS.

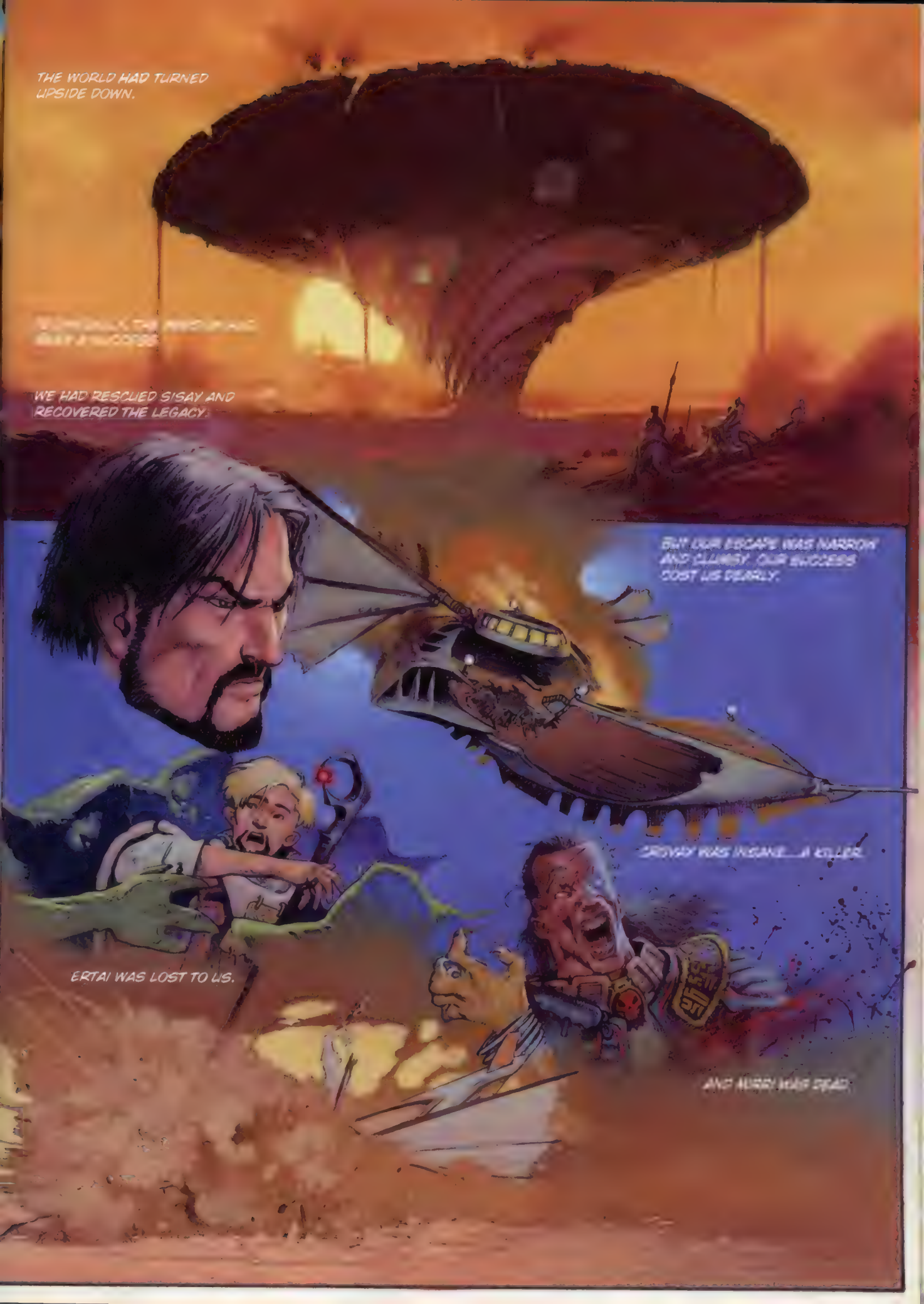
WE HAD RESCUED SISAY AND
RECOVERED THE LEGACY.

BUT OUR ESCAPE WAS NARROW
AND CLUMSY. OUR SUCCESS
COST US DEARLY.

GROVAY WAS INSANE... A KILLER.

ERTAI WAS LOST TO US.

AND MURDO WAS DEAD.



ONE MISSION, ONE CRASH. I THINK SISAY
WOULD NEVER LEND ME HER SHIP AGAIN.

OPEN, OPEN.

skunkt

THAT'S IT!

SUBDUE
THE BOVINE!

EASY,
BIG FELLA.

I AM NOT
AN ANIMAL!

WE KNOW THAT,
MY FRIEND.

YOU'LL GET
YOUR CHANCE.

hmmfff

I'D BETTER.



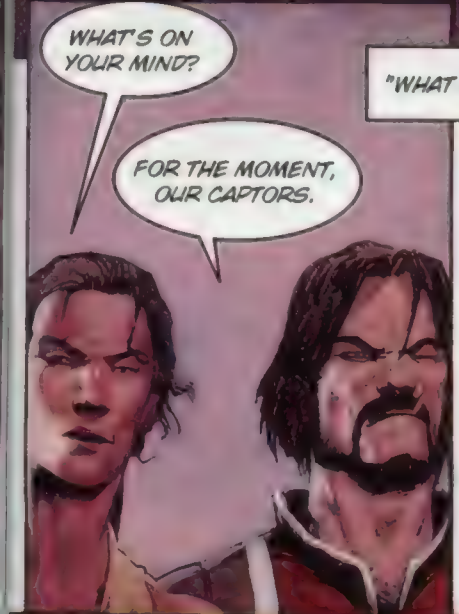
CAPTAIN...
SISAY?




WHAT'S ON
YOUR MIND?



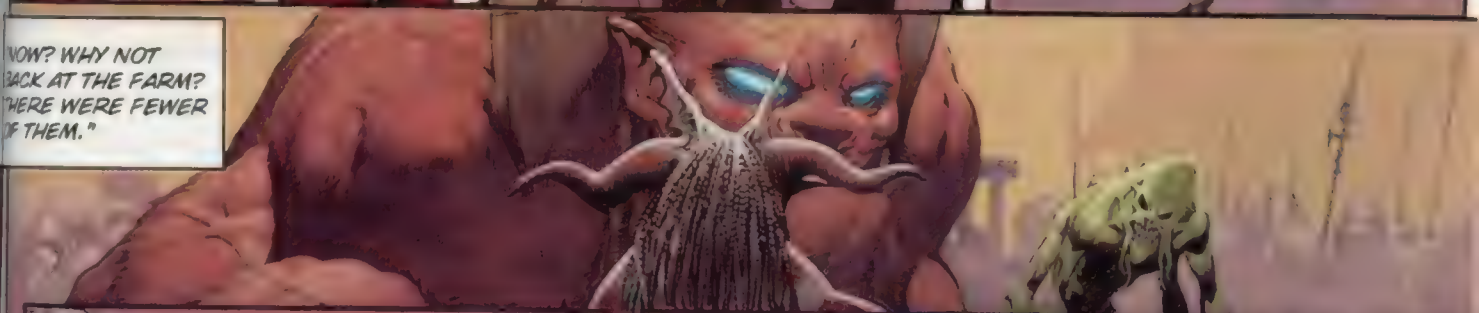
"WHAT ABOUT THEM?"



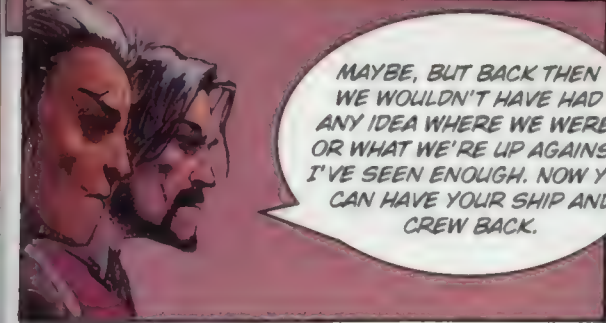
FOR THE MOMENT,
OUR CAPTORS.




"I HAVE IT IN MIND
TO MAKE A BREAK."



NOW? WHY NOT
BACK AT THE FARM?
THERE WERE FEWER
OF THEM."



MAYBE, BUT BACK THEN
WE WOULDN'T HAVE HAD
ANY IDEA WHERE WE WERE,
OR WHAT WE'RE UP AGAINST.
I'VE SEEN ENOUGH. NOW YOU
CAN HAVE YOUR SHIP AND
CREW BACK.



"YOU'RE SO
GENEROUS.
WE ONLY HAVE
TO FIND THEM
ALL FIRST."

I KNOW... AND DON'T FORGET THE LEGACY. I MEAN TO RECOVER IT ALL, GET BACK TO BENALIA AND RAM VOLRATH'S INVASION RIGHT DOWN HIS THROAT.



NOW?



NOW.

TAHNGARTH!



WAKE UP, YOU DUMB OX!



WHA...!?



FREE KARN AND THE OTHERS!

TAHNGARTH AND I WILL CARVE US A WAY OUT OF HERE!





THIS IS MORE LIKE IT!



STOP PLAYING WITH HIM, TAHNGARTH!



HULK!

I'M NOT.



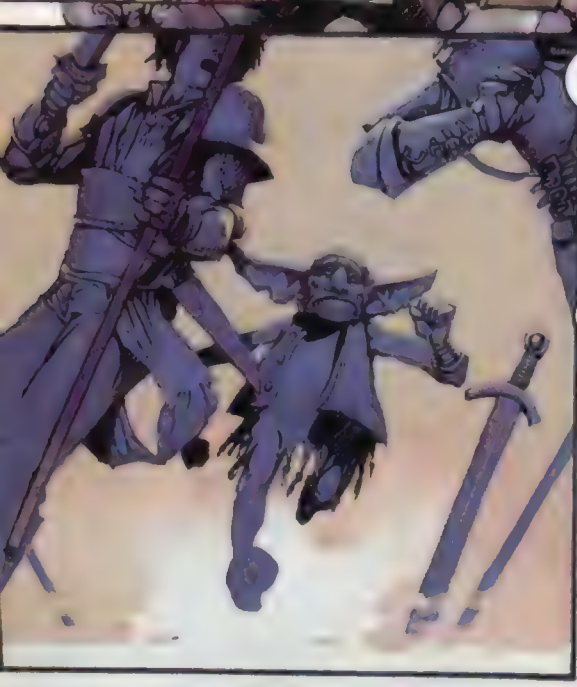
CH-K-CLP




LETTEM GO, BOOGER-HEAD!



SSSSIR?





THAT'S RIGHT!
THEY'RE AFRAID OF THE
MIGHTY SQUEE!
WOO-HAH!!!

THE END.



Aerial Caravan

58/350



Afterlife

1/350



Alabaster Wall

2/350



Alley Grifters

115/350



Ancestral Mask

229/350

Mercadian Masques™

The following pages show all 350 cards from the Mercadian Masques card set in alphabetical order, along with each card's unique card number. You can determine a card's rarity by looking at the expansion symbol on the card. Rare cards have a gold symbol. Uncommon cards have a silver symbol. Common cards have a black symbol.



Armistice

3/350



Arms Dealer

172/350



Arrest

4/350



Assembly Hall

286/350



Ballista Squad

5/350



Balloon Peddler

59/350



Barbed Wire

287/350



Bargaining Table

288/350



Battle Rampart

173/350



Battle Squadron

174/350



Bifurcate

230/350



Black Market

116/350



Blaster Mage

175/350



Blockade Runner

60/350



Blood Hound

176/350



Blood Oath

177/350



Boa Constrictor

231/350



Bog Smugglers

117/350



Bog Witch

118/350



Brainstorm

61/350



Brawl

178/350



Briar Patch

232/350



Bribery

62/350



Buoyancy

63/350



Cackling Witch

119/350



Caller of the Hunt 233/350



Cateran Brute 120/350



Cateran Enforcer 121/350



Cateran Kidnappers 122/350



Cateran Overlord 123/350



Cateran Persuader 124/350



Cateran Slaver 125/350



Cateran Summons 126/350



Caustic Wasps 234/350



Cave Sense 179/350



Cave-In 180/350



Cavern Crawler 181/350



Ceremonial Guard 182/350



Chambered Nautilus 64/350



Chameleon Spirit 65/350



Charisma 66/350





Corrupt Official 128/350



Counterspell 69/350



Cowardice 70/350



Crackdown 15/350



Crag Saurian 185/350



Crash 186/350



Credit Voucher 289/350



Crenellated Wall 290/350



Crooked Scales 291/350



Crossbow Infantry 16/350



Crumbling Sanctuary 292/350



Customs Depot 71/350



Dark Ritual 129/350



Darting Merfolk 72/350



Dawnstrider 237/350



Deadly Insect 238/350



Deathgazer 130/350



Deepwood Drummer 239/350



Deepwood Elder 240/350



Deepwood Ghoul 131/350



Deepwood Legate 132/350



Deepwood Tantu 241/350



Deepwood Wolverine 242/350



Dehydration 73/350



Delraich 133/350



Desert Twister 243/350



Devout Witness 17/350



Diplomatic Escort 74/350



Diplomatic Immunity 75/350



Disenchant 18/350



Distorting Lens 293/350



Drake Hatchling 76/350



Dust Bowl

316/350



Embargo

77/350



Energy Flux

78/350



Enslaved Horror

134/350



Erithizon

244/350



Extortion

135/350



Extravagant Spirit

79/350



Eye of Ramos

294/350



False Demise

80/350



Ferocity

245/350



Flailing Manticore

187/350



Flailing Ogre

188/350



Flailing Soldier

189/350



Flaming Sword

190/350



Food Chain

246/350



Forced March

136/350



Forest 347/350



Forest 348/350



Forest 349/350



Forest 350/350



Foster 247/350



Fountain of Cho 317/350



Fountain Watch 19/350



Fresh Volunteers 20/350



Furious Assault 191/350



Game Preserve 248/350



General's Regalia 295/350



Gerrard's Irregulars 192/350



Ghoul's Feast 137/350



Giant Caterpillar 249/350



Glowing Anemone 81/350



Groundskeeper 250/350



Gush 82/350



Hammer Mage 193/350



Haunted Crossroads 138/350



Heart of Ramos 296/350



Henge Guardian 297/350



Henge of Ramos 318/350



Hickory Woodlot 319/350



High Market 320/350



High Seas 83/350



Highway Robber 139/350



Hired Giant 194/350



Honor the Fallen 21/350



Hoodwink 84/350



Horn of Plenty 298/350



Horn of Ramos 299/350



Horned Troll 251/350



Howling Wolf 252/350



Hunted Wumpus 253/350



Ignoble Soldier 22/350



Indentured Djinn 85/350



Instigator 140/350



Insubordination 141/350



Intimidation 142/350



Invigorate 254/350



Inviolability 23/350



Iron Lance 300/350



Island 335/350



Island 336/350



Island 337/350



Island 338/350



Ivory Mask 24/350



Jeweled Torque 301/350



Jhovall Queen 25/350



Jhovall Rider 26/350



Karn's Touch 86/350



Kris Mage 195/350



Kyren Archive 302/350



Kyren Glider 196/350



Kyren Legate 197/350



Kyren Negotiations 198/350



Kyren Sniper 199/350



Kyren Toy 303/350



Land Grant 255/350



Larceny 143/350



Last Breath 27/350



Lava Runner 200/350



Ley Line 256/350



Liability 144/350



Lightning Hounds 201/350



Lithophage 202/350



Lumbering Satyr 257/350



Lunge 203/350



Lure 258/350



Maggot Therapy 145/350



Magistrate's Scepter 304/350



Magistrate's Veto 204/350



Megatherium 259/350



Mercadia's Downfall 205/350



Mercadian Atlas 305/350



Mercadian Bazaar 321/350



Mercadian Lift 306/350



Midnight Ritual 146/350



Misdirection 87/350



Misshapen Fiend 147/350



Misstep

88/350



Molting Harpy

148/350



Moment of Silence

28/350



Monkey Cage

307/350



Moonlit Wake

29/350



Mountain

343/350



Mountain

344/350



Mountain

345/350



Mountain

346/350



Muzzle

30/350



Natural Affinity

260/350



Nether Spirit

149/350



Nightwind Glider

31/350



Noble Purpose

32/350



Notorious Assassin

150/350



Ogre Taskmaster

206/350



Orim's Cure 33/350



Overtaker 89/350



Panacea 308/350



Pangosaur 261/350



Peat Bog 322/350



Pious Warrior 34/350



Plains 331/350



Plains 332/350



Plains 333/350



Plains 334/350



Port Inspector 90/350



Power Matrix 309/350



Pretender's Claim 151/350



Primeval Shambler 152/350



Puffer Extract 310/350



Pulverize 207/350





Revive 262/350



Righteous Aura 45/350



Righteous Indignation 46/350



Rishadan Airship 91/350



Rishadan Brigand 92/350



Rishadan Cutpurse 93/350



Rishadan Footpad 94/350



Rishadan Pawnshop 311/350



Rishadan Port 324/350



Robber Fly 209/350



Rock Badger 210/350



Rouse 157/350



Rushwood Dryad 263/350



Rushwood Elemental 264/350



Rushwood Grove 325/350



Rushwood Herbalist 265/350



Rushwood Legate 266/350



Saber Ants 267/350



Sacred Prey 268/350



Sailmonger 95/350



Sand Squad 96/350



Sandstone Needle 326/350



Saprazzan Bailiff 97/350



Saprazzan Breaker 98/350



Saprazzan Cove 327/350



Saprazzan Heir 99/350



Saprazzan Legate 100/350



Saprazzan Outrigger 101/350



Saprazzan Raider 102/350



Saprazzan Skerry 328/350



Scandalmonger 158/350



Security Detail 47/350



Seismic Mage

211/350



Sever Soul

159/350



Shock Troops

212/350



Shoving Match

103/350



Silent Assassin

160/350



Silverglade Elemental

269/350



Silverglade Pathfinder

270/350



Sizzle

213/350



Skulking Fugitive

161/350



Skull of Ramos

312/350



Snake Pit

271/350



Snorting Gahr

272/350



Snuff Out

162/350



Soothing Balm

48/350



Soothsaying

104/350



Soul Channeling

163/350



Specter's Wail

164/350



Spidersilk Armor

273/350



Spiritual Focus

49/350



Spontaneous Generation

274/350



Squall

275/350



Squallmonger

276/350



Squee, Goblin Nabob

214/350



Squeeze

105/350



Stamina

277/350



Statecraft

106/350



Steadfast Guard

50/350



Stinging Barrier

107/350



Stone Rain

215/350



Story Circle

51/350



Strongarm Thug

165/350



Subterranean Hangar

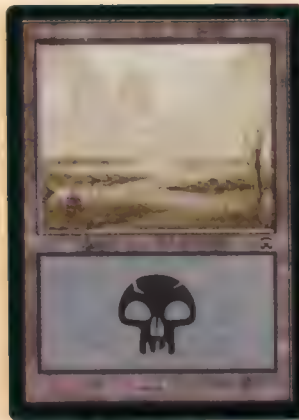
329/350



Sustenance 278/350



Swamp 339/350



Swamp 340/350



Swamp 341/350



Swamp 342/350



Task Force 52/350



Tectonic Break 216/350



Territorial Dispute 217/350



Thermal Glider 53/350



Thieves' Auction 218/350



Thrashing Wumpus 166/350



Thunderclap 219/350



Thwart 108/350



Tidal Bore 109/350



Tidal Kraken 110/350



Tiger Claws 279/350



Timid Drake 111/350



Tonic Peddler 54/350



Tooth of Ramos 313/350



Tower of the Magistrate 330/350



Toymaker 314/350



Trade Routes 112/350



Tranquility 280/350



Trap Runner 55/350



Tremor 220/350



Two-Headed Dragon 221/350



Undertaker 167/350



Unmask 168/350



Unnatural Hunger 169/350



Uphill Battle 222/350



Vendetta 170/350



Venomous Breath 281/350



Venomous Dragonfly 282/350



Vernal Equinox 283/350



Vine Dryad 284/350



Vine Trellis 285/350



Volcanic Wind 223/350



Wall of Distortion 171/350



War Cadence 224/350



War Tax 113/350



Warmonger 225/350



Warpeth 226/350



Waterfront Bouncer 114/350



Wave of Reckoning 56/350



Wild Jhovall 227/350



Wishmonger 57/350



Word of Blasting 228/350



Worry Beads 315/350

Mercadian Masques

List

HITE

Regular

Foil

✓✓	1/350	Afterlife	Brian Snóddy	U
✓✓	2/350	Alabaster Wall	Randy Gallegos	C
✓✓	3/350	Armistice	Dan Frazier	R
✓✓	4/350	Arrest	Dan Frazier	U
✓✓	5/350	Ballista Squad	Matthew Wilson	U
✓✓	6/350	Charm Peddler	John Matson	C
✓✓	7/350	Charmed Griffin	Ray Lago	U
✓✓	8/350	Cho-Arim Alchemist	Scott M. Fischer	R
✓✓	9/350	Cho-Arim Bruiser	Paolo Parente	R
✓✓	10/350	Cho-Arim Legate	rk post	U
✓✓	11/350	Cho-Manno, Revolutionary	Greg & Tim Hildebrandt	R
✓✓	12/350	Cho-Manno's Blessing	John Matson	C
✓✓	13/350	Common Cause	John Matson	R
✓✓	14/350	Cornered Market	Edward P. Beard, Jr.	R
✓✓	15/350	Crackdown	Rebecca Guay	R
✓✓	16/350	Crossbow Infantry	Greg & Tim Hildebrandt	C
✓✓	17/350	Devout Witness	Don Hazeltine	C
✓✓	18/350	Disenchant	Adam Rex	C
✓✓	19/350	Fountain Watch	Jeff Miracola	R
✓✓	20/350	Fresh Volunteers	Jeff Miracola	C
✓✓	21/350	Honor the Fallen	Terese Nielsen	R
✓✓	22/350	Ignoble Soldier	Mark Romanoski	U
✓✓	23/350	Invulnerability	DiTerlizzi	C
✓✓	24/350	Ivory Mask	Glen Angus	R
✓✓	25/350	Jhovall Queen	Michael Sutfin	R
✓✓	26/350	Jhovall Rider	Scott M. Fischer	U
✓✓	27/350	Last Breath	DiTerlizzi	U
✓✓	28/350	Moment of Silence	Christopher Moeller	C
✓✓	29/350	Moonlit Wake	Greg & Tim Hildebrandt	U
✓✓	30/350	Muzzle	Matt Cavotta	C
✓✓	31/350	Nightwind Glider	Randy Gallegos	C
✓✓	32/350	Noble Purpose	Kev Walker	U
✓✓	33/350	Orim's Cure	Don Hazeltine	C
✓✓	34/350	Pious Warrior	Jeff Miracola	C
✓✓	35/350	Ramosian Captain	Matthew Wilson	U
✓✓	36/350	Ramosian Commander	Scott Hampton	U
✓✓	37/350	Ramosian Lieutenant	Alan Pollack	C
✓✓	38/350	Ramosian Rally	Christopher Moeller	C
✓✓	39/350	Ramosian Sergeant	Don Hazeltine	C
✓✓	40/350	Ramosian Sky Marshal	Matt Cavotta	R
✓✓	41/350	Rappelling Scouts	Nelson DeCastro	R
✓✓	42/350	Renounce	Carl Critchlow	U
✓✓	43/350	Revered Elder	Donato Giancola	C
✓✓	44/350	Reverent Mantra	Rebecca Guay	R
✓✓	45/350	Righteous Aura	Pete Venters	U
✓✓	46/350	Righteous Indignation	Val Mayerik	U
✓✓	47/350	Security Detail	Val Mayerik	R
✓✓	48/350	Soothing Balm	Scott M. Fischer	C
✓✓	49/350	Spiritual Focus	Andrew Goldhawk	R
✓✓	50/350	Steadfast Guard	Adam Rex	C
✓✓	51/350	Story Circle	Bradley Williams	U
✓✓	52/350	Task Force	Gary Ruddell	C
✓✓	53/350	Thermal Glider	Mark Zug	C
✓✓	54/350	Tonic Peddler	Adam Rex	U
✓✓	55/350	Trap Runner	Ron Spencer	U
✓✓	56/350	Wave of Reckoning	Bradley Williams	R
✓✓	57/350	Wishmonger	Heather Hudson	U

BLUE

✓✓	58/350	Aerial Caravan	DiTerlizzi	R
✓✓	59/350	Balloon Peddler	Paolo Parente	C
✓✓	60/350	Blockade Runner	Carl Critchlow	C
✓✓	61/350	Brainstorm	DiTerlizzi	C
✓✓	62/350	Bribery	Andrew Robinson	R
✓✓	63/350	Buoyancy	Jeff Miracola	C
✓✓	64/350	Chambered Nautilus	John Matson	U
✓✓	65/350	Chameleon Spirit	Bradley Williams	U
✓✓	66/350	Charisma	Terese Nielsen	R
✓✓	67/350	Cloud Sprite	Mark Zug	C
✓✓	68/350	Coastal Piracy	Matthew Wilson	U
✓✓	69/350	Counterspell	Gao Yan	C
✓✓	70/350	Cowardice	Scott M. Fischer	R
✓✓	71/350	Customs Depot	Scott M. Fischer	U
✓✓	72/350	Darting Merfolk	Sam Wood	C
✓✓	73/350	Dehydration	Val Mayerik	C
✓✓	74/350	Diplomatic Escort	Rebecca Guay	U
✓✓	75/350	Diplomatic Immunity	Terese Nielsen	U
✓✓	76/350	Drake Hatchling	Bradley Williams	C
✓✓	77/350	Embargo	Nelson DeCastro	R
✓✓	78/350	Energy Flux	Qiao Dafu	U
✓✓	79/350	Extravagant Spirit	Edward P. Beard, Jr.	R
✓✓	80/350	False Demise	Pat Morrissey	U
✓✓	81/350	Glowing Anemone	Pete Venters	U
✓✓	82/350	Gush	Kev Walker	C
✓✓	83/350	High Seas	Massimiliano Frezzato	U

✓✓	84/350	Hoodwink	Arnie Swekel	C
✓✓	85/350	Indentured Djinn	Val Mayerik	U
✓✓	86/350	Karn's Touch	Alan Pollack	R
✓✓	87/350	Misdirection	Paolo Parente	R
✓✓	88/350	Misstep	Kev Walker	C
✓✓	89/350	Overtaker	Clyde Caldwell	R
✓✓	90/350	Port Inspector	Dan Frazier	C
✓✓	91/350	Rishadan Airship	Kev Walker	C
✓✓	92/350	Rishadan Brigand	Scott Hampton	R
✓✓	93/350	Rishadan Cutpurse	Christopher Moeller	C
✓✓	94/350	Rishadan Footpad	Adam Rex	U
✓✓	95/350	Sailmonger	Michael Sutfin	U
✓✓	96/350	Sand Squid	Kev Walker	R
✓✓	97/350	Saprazzan Bailiff	Ron Spencer	R
✓✓	98/350	Saprazzan Breaker	Pete Venters	U
✓✓	99/350	Saprazzan Heir	Terese Nielsen	R
✓✓	100/350	Saprazzan Legate	Andrew Goldhawk	U
✓✓	101/350	Saprazzan Outrigger	Doug Chaffee	C
✓✓	102/350	Saprazzan Raider	Jeff Miracola	C
✓✓	103/350	Shoving Match	Dave Dorman	U
✓✓	104/350	Soothsaying	Pat Morrissey	U
✓✓	105/350	Squeeze	DiTerlizzi	R
✓✓	106/350	Statercraft	Mike Ploog	R
✓✓	107/350	Stinging Barrier	Pat Morrissey	C
✓✓	108/350	Thwart	Christopher Moeller	U
✓✓	109/350	Tidal Bore	Frank Kelly Freas	C
✓✓	110/350	Tidal Kraken	Christopher Moeller	R
✓✓	111/350	Timid Drake	Edward P. Beard, Jr.	U
✓✓	112/350	Trade Routes	Matt Cavotta	R
✓✓	113/350	War Tax	Greg & Tim Hildebrandt	U
✓✓	114/350	Waterfront Bouncer	Paolo Parente	C

BLACK

✓✓	115/350	Alley Grifters	Paolo Parente	C
✓✓	116/350	Black Market	Jeff Easley	R
✓✓	117/350	Bog Smugglers	Mike Ploog	C
✓✓	118/350	Bog Witch	Gao Yan	C
✓✓	119/350	Cackling Witch	Brian Despain	U
✓✓	120/350	Cateran Brute	Edward P. Beard, Jr.	C
✓✓	121/350	Cateran Enforcer	Mike Ploog	U
✓✓	122/350	Cateran Kidnappers	Carl Critchlow	U
✓✓	123/350	Cateran Overlord	Michael Sutfin	R
✓✓	124/350	Cateran Persuader	Carl Critchlow	C
✓✓	125/350	Cateran Slaver	Carl Critchlow	R
✓✓	126/350	Cateran Summons	Alan Pollack	U
✓✓	127/350	Conspiracy	Jeff Easley	R
✓✓	128/350	Corrupt Official	Greg & Tim Hildebrandt	R
✓✓	129/350	Dark Ritual	Rebecca Guay	C
✓✓	130/350	Deathgazer	Donato Giancola	U
✓✓	131/350	Deepwood Ghoul	Alan Pollack	C
✓✓	132/350	Deepwood Legate	Pete Venters	U
✓✓	133/350	Delraich	Todd Lockwood	R
✓✓	134/350	Enslaved Horror	Mike Ploog	U
✓✓	135/350	Extortion	Pete Venters	R
✓✓	136/350	Forced March	Greg & Tim Hildebrandt	R
✓✓	137/350	Ghoul's Feast	Alan Pollack	U
✓✓	138/350	Haunted Crossroads	Carl Critchlow	U
✓✓	139/350	Highway Robber	Kev Walker	C
✓✓	140/350	Instigator	Fred Fields	R
✓✓	141/350	Insubordination	Andrew Goldhawk	C
✓✓	142/350	Intimidation	Terese Nielsen	U
✓✓	143/350	Larceny	Dave Dorman	U
✓✓	144/350	Liability	Christopher Moeller	R
✓✓	145/350	Maggot Therapy	Jeff Easley	C
✓✓	146/350	Midnight Ritual	Jeff Easley	R
✓✓	147/350	Misshapen Fiend	Adam Rex	C
✓✓	148/350	Molting Harpy	Jeff Laubenstein	U
✓✓	149/350	Nether Spirit	Alan Pollack	R
✓✓	150/350	Notorious Assassin	Heather Hudson	U
✓✓	151/350	Pretender's Claim	Greg & Tim Hildebrandt	U
✓✓	152/350	Primeval Shambler	Chippy	U
✓✓	153/350	Putrefaction	DiTerlizzi	U
✓✓	154/350	Quagmire Lamprey	Glen Angus	U
✓✓	155/350	Rain of Tears	Edward P. Beard, Jr.	U
✓✓	156/350	Rampart Crawler	Pete Venters	C
✓✓	157/350	Revenge	Dave Dorman	C
✓✓	158/350	Scandalmonger	Matt Cavotta	U
✓✓	159/350	Sever Soul	Jeff Easley	C
✓✓	160/350	Silent Assassin	rk post	R
✓✓	161/350	Skulking Fugitive	Scott M. Fischer	C
✓✓	162/350	Snuff Out	Mike Ploog	C
✓✓	163/350	Soul Channeling	DiTerlizzi	C
✓✓	164/350	Specter's Wail	Randy Gallegos	C
✓✓	165/350	Strongarm Thug	Rebecca Guay	U
✓✓	166/350	Thrashing Wumpus	Jeff Miracola	R
✓✓	167/350	Undertaker	Jeff Easley	C
✓✓	168/350	Unmask	rk post	R

✓	169/350	Unnatural Hunger	Jeff Miracola	R
✓	170/350	Vendetta	Dan Frazier	C
✓	171/350	Wall of Distortion	Mark Tedin	C

RED

✓	172/350	Arms Dealer	Luca Zontini	R
✓	173/350	Battle Rampart	Ron Spencer	C
✓	174/350	Battle Squadron	Mark Tedin	R
✓	175/350	Blaster Mage	George Pratt	R
✓	176/350	Blood Hound	Bradley Williams	R
✓	177/350	Blood Oath	Mike Ploog	R
✓	178/350	Blood Oath	Edward P. Beard, Jr.	R
✓	179/350	Cave Sense	Mark Romanoski	R
✓	180/350	Cave-In	Mark Tedin	R
✓	181/350	Cavern Crawler	Pete Venters	C
✓	182/350	Ceremonial Guard	Daren Bader	C
✓	183/350	Cinder Elemental	Greg Staples	U
✓	184/350	Close Quarters	Ron Spencer	U
✓	185/350	Crag Saurian	Matthew Wilson	R
✓	186/350	Crash	Doug Chaffee	C
✓	187/350	Flailing Manticore	Roger Raupp	R
✓	188/350	Flailing Ogre	Daniel R. Horne	U
✓	189/350	Flailing Soldier	Orizio Daniele	C
✓	190/350	Flaming Sword	Randy Gallegos	C
✓	191/350	Furious Assault	Greg Staples	C
✓	192/350	Gerrard's Irregulars	Eric Peterson	C
✓	193/350	Hammer Mage	Rebecca Guay	U
✓	194/350	Hired Giant	Ben Thompson	U
✓	195/350	Kris Mage	Matthew Wilson	R
✓	196/350	Kyren Glider	Daren Bader	C
✓	197/350	Kyren Legate	Dave Dorman	U
✓	198/350	Kyren Negotiations	Scott Hampton	U
✓	199/350	Kyren Sniper	Carl Critchlow	C
✓	200/350	Lava Runner	Donato Giancola	R
✓	201/350	Lightning Hounds	Andrew Robinson	C
✓	202/350	Lithophage	Mike Ploog	R
✓	203/350	Lunge	Dan Frazier	R
✓	204/350	Magistrate's Veto	Brian Snoddy	U
✓	205/350	Mercadia's Downfall	Pete Venters	U
✓	206/350	Ogre Taskmaster	Orizio Daniele	U
✓	207/350	Pulverize	Scott M. Fischer	R
✓	208/350	Puppet's Verdict	Edward P. Beard, Jr.	R
✓	209/350	Robber Fly	John Matson	U
✓	210/350	Rock Badger	Heather Hudson	U
✓	211/350	Seismic Mage	Pete Venters	R
✓	212/350	Shock Troops	Jeff Miracola	C
✓	213/350	Sizzle	Brian Snoddy	R
✓	214/350	Squee, Goblin Nabob	David Monette	R
✓	215/350	Stone Rain	Ben Thompson	C
✓	216/350	Tectonic Break	Rebecca Guay	R
✓	217/350	Territorial Dispute	Mike Ploog	R
✓	218/350	Thieves' Auction	Kevin Murphy	R
✓	219/350	Thunderclap	Tom Wänerstrand	R
✓	220/350	Tremor	Mark Romanoski	R
✓	221/350	Two-Headed Dragon	Sam Wood	R
✓	222/350	Uphill Battle	Pete Venters	U
✓	223/350	Volcanic Wind	Rebecca Guay	U
✓	224/350	War Cadence	John Matson	U
✓	225/350	Warmonger	Heather Hudson	U
✓	226/350	Warpath	Paolo Parente	U
✓	227/350	Wild Jhovall	Daren Bader	C
✓	228/350	Word of Blasting	Eric Peterson	U

GREEN

✓	229/350	Ancestral Mask	Massimiliano Frezzato	C
✓	230/350	Bifurcate	John Matson	R
✓	231/350	Boa Constrictor	Carl Critchlow	U
✓	232/350	Briar Patch	Rebecca Guay	U
✓	233/350	Caller of the Hunt	Clyde Caldwell	R
✓	234/350	Caustic Wasps	Glen Angus	U
✓	235/350	Clear the Land	Bradley Williams	R
✓	236/350	Collective Unconscious	Andrew Goldhawk	R
✓	237/350	Dawnstrider	rk post	R
✓	238/350	Deadly Insect	Randy Gallegos	C
✓	239/350	Deepwood Drummer	Ron Spears	C
✓	240/350	Deepwood Elder	Greg & Tim Hildebrandt	R
✓	241/350	Deepwood Tativ	Joel Biske	U
✓	242/350	Deepwood Wolverine	Ray Lago	C
✓	243/350	Desert Twister	Kevin Murphy	U
✓	244/350	Erithizon	Scott M. Fischer	R
✓	245/350	Ferocity	Pete Venters	C
✓	246/350	Food Chain	Val Mayerik	R
✓	247/350	Foster	Carl Critchlow	R
✓	248/350	Game Preserve	Luca Zontini	R
✓	249/350	Giant Caterpillar	Arnie Swekel	C
✓	250/350	Groundskeeper	Alan Rabinowitz	U
✓	251/350	Horned Troll	Heather Hudson	C
✓	252/350	Howling Wolf	Heather Hudson	C
✓	253/350	Hunted Wumpus	Brian Snoddy	U
✓	254/350	Invigorate	Dan Frazier	C
✓	255/350	Land Grant	D. Alexander Gregory	C
✓	256/350	Ley Line	Terese Nielsen	U
✓	257/350	Lumbering Satyr	Alan Pollack	U
✓	258/350	Lure	DiTerlizzi	U
✓	259/350	Megatherium	Paolo Parente	R

✓	260/350	Natural Affinity	Pete Venters	R
✓	261/350	Pangosaur	Mark Tedin	R
✓	262/350	Revive	Matthew Wilson	U
✓	263/350	Rushwood Dryad	Todd Lockwood	C
✓	264/350	Rushwood Elemental	Hannibal King	R
✓	265/350	Rushwood Herbalist	Terese Nielsen	C
✓	266/350	Rushwood Legate	Mark Romanoski	U
✓	267/350	Saber Ants	Greg Staples	U
✓	268/350	Sacred Prey	Rebecca Guay	C
✓	269/350	Silverglade Elemental	Chippy	C
✓	270/350	Silverglade Pathfinder	rk post	U
✓	271/350	Snake Pit	Carl Critchlow	U
✓	272/350	Snorting Gahr	Andrew Goldhawk	C
✓	273/350	Spidersilk Armor	Scott Hampton	C
✓	274/350	Spontaneous Generation	Alan Pollack	R
✓	275/350	Squall	Val Mayerik	C
✓	276/350	Squallmonger	Heather Hudson	U
✓	277/350	Stamina	Paolo Parente	U
✓	278/350	Sustenance	Qiao Dafu	U
✓	279/350	Tiger Claws	Adam Rex	C
✓	280/350	Tranquility	Heather Hudson	C
✓	281/350	Venomous Breath	DiTerlizzi	U
✓	282/350	Venomous Dragonfly	Tom Wänerstrand	C
✓	283/350	Vernal Equinox	Rebecca Guay	R
✓	284/350	Vine Dryad	Jeff Laubenstein	R
✓	285/350	Vine Trellis	DiTerlizzi	C

ARTIFACT

✓	286/350	Assembly Hall	Val Mayerik	R
✓	287/350	Barbed Wire	Ron Spencer	U
✓	288/350	Bargaining Table	Scott M. Fischer	R
✓	289/350	Credit Voucher	D. Alexander Gregory	U
✓	290/350	Crenellated Wall	Arnie Swekel	U
✓	291/350	Crooked Scales	Ron Spears	R
✓	292/350	Crumbling Sanctuary	Randy Gallegos	R
✓	293/350	Distorting Lens	Glen Angus	R
✓	294/350	Eye of Ramos	David Martin	R
✓	295/350	General's Regalia	David Monette	R
✓	296/350	Heart of Ramos	David Martin	R
✓	297/350	Henge Guardian	Chippy	U
✓	298/350	Horn of Plenty	Brian Despain	R
✓	299/350	Horn of Ramos	David Martin	R
✓	300/350	Iron Lance	Scott M. Fischer	U
✓	301/350	Jeweled Torque	Mark Zug	U
✓	302/350	Kyren Archive	Roger Raupp	R
✓	303/350	Kyren Toy	Arnie Swekel	R
✓	304/350	Magistrate's Scepter	Adam Rex	R
✓	305/350	Mercadian Atlas	Dan Frazier	R
✓	306/350	Mercadian Lift	Gary Ruddell	R
✓	307/350	Monkey Cage	Carl Critchlow	R
✓	308/350	Panacea	Donato Giancola	U
✓	309/350	Power Matrix	Alan Pollack	R
✓	310/350	Puffer Extract	Heather Hudson	U
✓	311/350	Rishadan Pawnshop	Joel Biske	U
✓	312/350	Skull of Ramos	David Martin	R
✓	313/350	Tooth of Ramos	David Martin	R
✓	314/350	Toymaker	Frank Kelly Freas	U
✓	315/350	Worry Beads	rk post	R

✓	316/350	Dust Bowl	Ben Thompson	R
✓	347/350	Forest	Donato Giancola	C
✓	348/350	Forest	Rob Alexander	C
✓	349/350	Forest	Rob Alexander	C
✓	350/350	Forest	Terry Springer	C
✓	317/350	Fountain of Cho	Scott Hampton	U
✓	318/350	Henge of Ramos	Edward P. Beard, Jr.	U
✓	319/350	Hickory Woodlot	Sean McConnell	C
✓	320/350	High Market	Carl Critchlow	R
✓	335/350	Island	Terry Springer	C
✓	336/350	Island	Scott Bailey	C
✓	337/350	Island	Scott Bailey	C
✓	338/350	Island	Tony Szczudlo	C
✓	321/350	Mercadian Bazaar	Terese Nielsen	U
✓	343/350	Mountain	Terry Springer	C
✓	344/350	Mountain	Scott Bailey	C
✓	345/350	Mountain	Dana Knutson	C
✓	346/350	Mountain	Rob Alexander	C
✓	322/350	Peat Bog	Val Mayerik	C
✓	331/350	Plains	Terry Springer	C
✓	332/350	Plains	Scott Bailey	C
✓	333/350	Plains	Dana Knutson	C
✓	334/350	Plains	Edward P. Beard, Jr.	C
✓	323/350	Remote Farm	Rob Alexander	C
✓	324/350	Rishadan Port	Jerry Tiritilli	R
✓	325/350	Rushwood Grove	George Pratt	U
✓	326/350	Sandstone Needle	Alan Rabinowitz	C
✓	327/350	Saprazzan Cove	Rebecca Guay	U
✓	328/350	Saprazzan Skerry	Pat Morrissey	C
✓	329/350	Subterranean Hangar	Matt Cavotta	U
✓	339/350	Swamp	Jeff Easley	C
✓	340/350	Swamp	Rob Alexander	C
✓	341/350	Swamp	Rob Alexander	C
✓	342/350	Swamp	Terry Springer	C
✓	330/350	Tower of the Magistrate	Thomas Gianni	R

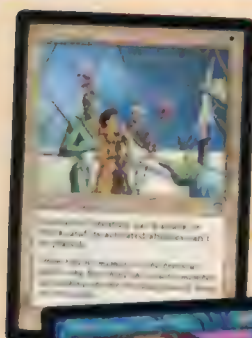
Spellshape Up

A **DIFFICULT** Puzzle by Mark Rosewater

Your opponent is Little Charlie, a **Magic** prodigy. You and he have been playing a *Mercadian Masques* Sealed game. At the beginning of Little Charlie's next upkeep, your Barbed Wire will deal the final point of damage to him. In fact, Little Charlie had to use Orim's Cure to stay alive this turn (which he paid for by tapping Revered Elder). Unfortunately it's now Charlie's main phase, and Charlie has just announced his attack.

All his creatures (except Revered Elder and Warmonger) are attacking. **Your goal is simple: survive this attack.** If you do, you will win the game during Charlie's next upkeep. Remember that Charlie still has a prevention shield on himself worth 3 damage.

Card Highlights



ARREST

2 *

Enchanted creature can't attack or block, and its activated abilities can't be played.



VERNAL EQUINOX

3 ♣

Any player may play creature and enchantment spells any time he or she could play an instant.



WATERFRONT BOUNCER

1 ♦

♦, ♦♦, Discard a card from your hand: Return target creature to its owner's hand.



REVERENT MANTRA

3 *

You may remove a white card in your hand from the game instead of paying Reverent Mantra's mana cost.

All creatures gain protection from the color of your choice until end of turn.



CHARISMA

♦ ♦ ♦

Whenever enchanted creature deals damage to a creature, you control that creature as long as Charisma remains in play.



OVERTAKER

1 ♦

3 ♦, ♦♦, Discard a card from your hand: Untap target creature and gain control of it until end of turn. That creature gains haste until end of turn. (It may attack and ♦ the turn it comes under your control.)

Answer on page 85

Little Charlie

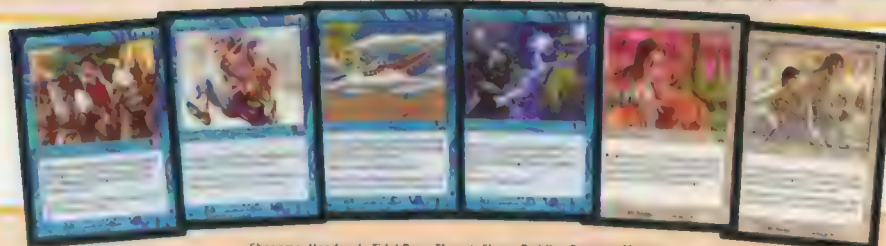
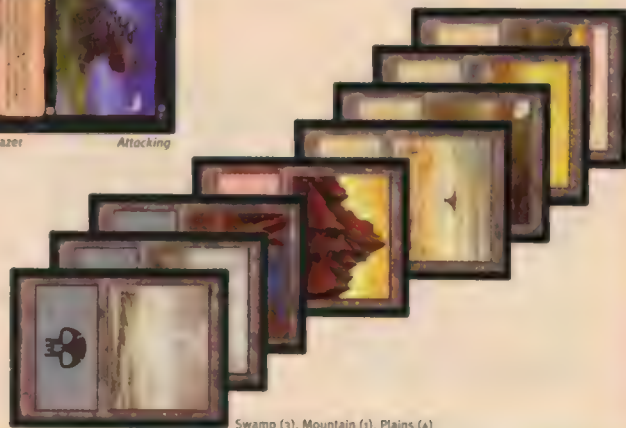
black-white-red

1 life • prevention shield—3 damage

No Cards in Hand



Warmonger enchanted by Charlie's Arrest
(He played it to prevent you from playing Warmonger's ability)



You

blue-white-green

4 life

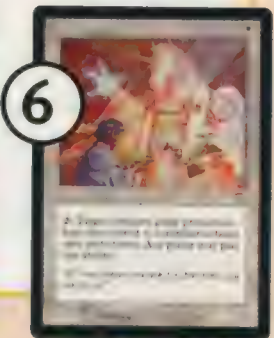
Your Hand

Theme Weavers

A MODERATE Puzzle by Mark Rosewater

The following six *Mercadian Masques* cards (numbered) belong in one of the *Mercadian Masques* sets (lettered).

Each set is grouped by a different theme. Themes involve more than just sharing a color, expansion, cost or card type.



Answer on page 85

How we solved “*Spellshape Up*”

The trick to this puzzle is to figure out how you are going to stop Little Charlie's sixteen attackers with your five blockers. The key rests in two cards. Little Charlie's Warmonger and Charisma in your hand (which you can play due to Vernal Equinox). If you can get Charisma on Warmonger and activate the ability, you can steal all of Charlie's non-flying creatures. But in order to pull off this little trick you need to do a few things first.

Tap your eight islands, four plains, and three forests to get eight blue (one used as colorless), four white (three used as colorless), and three green (all used as colorless) mana.

Use one blue mana, tap Waterfront Bouncer, and discard Reverent Mantra to return Fountain Watch to Little Charlie's hand.

Fountain Watch was a problem as it kept you from getting rid of Intimidation and Arrest.

Return a tapped island to your hand to cast Tidal Bore. Untap Waterfront Bouncer.

The reason you use the alternate casting cost is you need cards in your hand to pitch to your spellshapers. You untap the Waterfront Bouncer because you need it to deal with one of Little Charlie's fliers.

Use one blue mana, tap Waterfront Bouncer, and discard an island to return Charmed Griffin to Little Charlie's hand.

Use one white mana to cast Charm Peddler. You can do this because Verdant Equinox is in play. Then respond to the casting of Charm Peddler by returning three tapped islands to your hand to Thwart it.

The reason for casting and countering your own spell is to add a card to your hand. You accomplish this by paying the alternate cost for Thwart. This returns three islands to your hand, gaining you one card in the process. This is important as you need cards to pitch to spellshapers.

Use one blue and one colorless mana to cast Hoodwink, returning Little Charlie's Intimidation to his hand.

You remove Intimidation to allow you to block one of Little Charlie's fliers with your Overtaker.

Use one white and one colorless mana, tap Devout Witness, and discard an island to destroy the Arrest on Little Charlie's Warmonger.

Answers

Peek if you must!

Use three blue mana to cast Charisma on Warmonger. You can do this because Verdant Equinox is in play.

Once you get your trick to work you only have Little Charlie's fliers left to worry about.

Use one blue mana, tap Balloon Peddler, and discard an island to give Overtaker flying until end of turn.

Overtaker is going to need to block a flier. Plus making it fly it will make Overtaker immune to the effect of the Warmonger.

Use two colorless mana to activate Warmonger. This does 1 damage to all non-flying creatures. Your Waterfront Bouncer and Deepwood Drummer are destroyed. You gain control of all Little Charlie's creatures that were damaged, removing all of them from combat. Little Charlie only has three flying creatures remaining: Battle Squadron, Two-Headed Dragon, and Ramosian Sky Marshal. You take 1 damage from Warmonger. Little Charlie does not, because his damage shield protects him from the damage. You are at 3 life.

Block Ramosian Sky Marshal with your Overtaker.

After blockers are declared but before damage is assigned, use one blue and three colorless mana, tap Overtaker, and discard a card to take control of Little Charlie's Two-Headed Dragon for the turn.

Allow Little Charlie to hit you with his Battle Squadron. As Little Charlie only has two creatures remaining under his control (Battle Squadron and Ramosian Sky Marshal), the Battle Squadron is only 2/2. You take 2 damage, dropping you to 1 life. **YOU HAVE SURVIVED THE ATTACK.**

Our solution to “*Theme Weavers*”

1. E — They all have the word “each” in their rules text.
2. B — All are repeats with new names and creature types.
3. C — All have titles mentioned in their rules text.
4. A — All require a player to shuffle his or her library.
5. D — Sisay is featured in the art on each.
6. F — Each is part of a five-card cycle.



I got you! You missed! Did not! Did too!



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THE DUELIST ORACLE

THE AUTHORITATIVE SOURCE FOR MAGIC: THE GATHERING CARD TEXT

OCTOBER 1999

CLASSIC | URZA'S SAGA | URZA'S LEGACY | URZA'S DESTINY

DID YOU MISS US?

It's been a few months, but we're back! We feel great; thanks for asking. For those of you who just came in, let me explain what we're doing here today. The Duelist Oracle is a complete player's guide to Standard tournament play. What does that mean? It means that if you want to know what black cards you can play in a sanctioned Standard tournament after November 1, 1999, turn to the next page. You'll find every black card from the Classic set and all three Urza block sets. For the Mercadian Masques set, see page 58 to check out the card encyclopedia.

Beginning next month, we're switching gears again. TopDeck magazine #1 will feature a complete *Pokémon* player's guide and visual encyclopedia to the Fossil expansion. TopDeck #2 will have the complete Standard Oracle including Mercadian Masques. TopDeck #4 will be the complete player's guide to the *Magic: The Gathering—Nemesis* set, featuring a visual encyclopedia of the next Masques block expansion set.

Look to www.wizards.com/DCI/Oracle.asp for the latest Oracle text, and to future issues of TopDeck magazine for Oracle player's guides for Standard, Extended, and Classic tournament play.

—Michael Mikaelian

ORGANIZATION

The *Duelist Oracle* is divided by color and alphabetized within each color. The expansion(s) the card has appeared in is listed at the end of each entry, and an expansion key is on the bottom of every page. This is the most accurate wording—more recent than what's on the cards themselves.

Reminder text appears on many cards to cover game mechanics specific to that card. This glossary covers all the reminder text on the cards within the *Duelist Oracle*. Creature abilities covered under the basic rules, such as flying or trample, are not listed here.

Buyback ✕

If you pay an additional ✕ as you play this spell, put it into your hand instead of your graveyard as part of the spell's resolution.

Buyback—ACTION

If you do ACTION as you play this spell, put it into your hand instead of your graveyard as part of the spell's resolution. (Some examples of ACTION include "pay X life," "sacrifice a creature," etc.)

Cycling ✕

You may pay ✕ and discard this card from your hand to draw a card. Play this ability any time you could play an instant.

Echo

At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.

Hasin

This creature may attack and ☞ the turn it comes under your control.

Landwalk

This creature is unblockable as long as defending player controls a LANDTYPE. (LANDTYPE is most often one of the basic land types.)

Shadow

This creature may block or be blocked by only creatures with shadow.

Walls

Walls cannot attack.

ARTIFACTS

Aladdin's Ring Artifact 8, ☞: Aladdin's Ring deals 4 damage to target creature or player. AN,3E-6E	Amber Prison Artifact You may choose not to untap Amber Prison during your untap step. 4, ☞: Tap target artifact, creature, or land. As long as Amber Prison is tapped, that permanent doesn't untap during its controller's untap step. MR,6E	Angel's Trumpet Artifact Attacking doesn't cause creatures to tap. At the end of each player's turn, tap all untapped creatures that player controls that did not attach this turn. Angel's Trumpet deals to the player damage equal to the number of creatures tapped this way. UL	Ankh of Mishra Artifact Whenever a land comes into play, Ankh of Mishra deals 2 damage to that land's controller. 1E-6E	Ashnod's Altar Artifact Sacrifice a creature: Add two colorless mana to your mana pool. AQ,CH,5E-6E	Barrin's Codex Artifact At the beginning of your upkeep, you may put a page counter on Barrin's Codex. 4, ☞: Sacrifice Barrin's Codex: Draw X cards, where X is the number of page counters on Barrin's Codex. US	Beast of Burden Artifact Creature Beast of Burden's power and toughness are each equal to the total number of creatures in play. UL	Bottle of Suleiman Artifact 1. Sacrifice Bottle of Suleiman: Flip a coin. If you lose the flip, Bottle of Suleiman deals 5 damage to you; if you win the flip, put a 5/5 Djinn artifact creature token with flying into play. AM,3E-6E	Braidwood Cup Artifact ☞: You gain 1 life. UD	Braidwood Sextant Artifact 2, ☞: Sacrifice Braidwood Sextant: Search your library for a basic land card, reveal that card, and put it into your hand. Then shuffle your library. UD	Brass Secretary Artifact Creature 2. Sacrifice Brass Secretary: Draw a card. UD	Calatras Artifact Whenever a creature attacks, Calatras deals 1 damage to it. UD	Cathodion Artifact Creature When Cathodion is put into a graveyard from play, add three colorless mana to your mana pool. US	Charcoal Diamond Artifact Charcoal Diamond comes into play tapped. ☞: Add ☛ to your mana pool. MR,6E	Chimeric Staff Artifact X: Chimeric Staff becomes an artifact creature with power and toughness each equal to X until end of turn. US	Citanul Flute Artifact X, ☞: Search your library for a creature card with converted mana cost no greater than X. Reveal that card and put it into your hand. Then shuffle your library. US	Claws of Gix Artifact 1. Sacrifice a permanent: You gain 1 life. US	Copper Gnomes Artifact Creature 4. Sacrifice Copper Gnomes: Put an artifact card from your hand into play. US	Crawlspace Artifact No more than two creatures may attack you each combat. UL	Crystal Chimes Artifact 3, ☞: Sacrifice Crystal Chimes: Return all enchantment cards from your graveyard to your hand. US	Crystal Rod Artifact Whenever a player plays a blue spell, you may pay 1. If you do, you gain 1 life. 1E-6E	Cursed Totem Artifact Players can't play activated abilities of creatures. MR,6E	Damping Engine Artifact ☞: D'Avanet Archer deals 1 damage to target attacking or blocking creature. UL	Dancing Scimitar Artifact Creature A player who controls more permanents than any other can't play lands or artifact, creature, or enchantment spells. That player may sacrifice a permanent to ignore this effect until end of turn. AN,3E-6E	Defense Grid Artifact During each player's turn, spells played by another player cost 3 more. UL	Dingus Egg Artifact Whenever a land is put into a graveyard from play, Dingus Egg deals 2 damage to that land's controller. 1E-6E	Disrupting Scepter Artifact 3, ☞: Target player discards a card from his or her hand. Play this ability only during your turn. 1E-6E	Dragon Blood Artifact 3, ☞: Put a +1/+1 counter on target creature. US	Dragon Engine Artifact Creature 2: Dragon Engine gets +1/+0 until end of turn. AQ,3E-6E	Dragon Mask Artifact 3, ☞: Target creature you control gets +2/+2 until end of turn. Return that creature to its owner's hand at end of turn. VJ,6E	Endoskeleton Artifact You may choose not to untap Endoskeleton during your untap step. 2, ☞: Target creature gets +0/+3 as long as Endoskeleton remains tapped. US	Extruder Artifact Creature Echo. Sacrifice an artifact: Put a +1/+1 counter on target creature. UD	Fire Diamond Artifact Fire Diamond comes into play tapped. ☞: Add ☛ to your mana pool. MR,6E	Fluctuator Artifact Cycling costs you up to 2 less to play. •See <i>Damned & Abandoned</i> p. 58.	Flying Carpet Artifact 2, ☞: Target creature gains flying until end of turn. AN,3E-6E	Fodder Cannon Artifact 4, ☞: Sacrifice a creature: Fodder Cannon deals 4 damage to target creature. UD	Fountain of Youth Artifact 2, ☞: You gain 1 life. OK,CH,5E-6E	Glasses of Urza Artifact ☞: Look at target player's hand. 1E-6E	Grafted Skullcap Artifact At the beginning of your draw step, draw an additional card. At the end of your turn, discard your hand. US	Grim Monolith Artifact Grim Monolith doesn't untap during your untap phase. ☞: Add three colorless mana to your mana pool. 4: Untap Grim Monolith. UL
--	--	---	---	---	---	---	--	---	---	---	--	--	--	---	--	---	---	---	---	---	--	--	--	--	---	--	--	--	---	--	--	--	--	--	--	---	---	---	---

THE DUELIST ORACLE PLAYER'S GUIDE

Grinning Totem Artifact 2. ♣: Sacrifice Grinning Totem. Search target opponent's library for a card and remove that card from the game. That player then shuffles his or her library. You may play the card as though it were in your hand. At the beginning of your next upkeep, if you haven't played the card, put it into its owner's graveyard. MR,GE	Memory Jar Artifact ♣: Sacrifice Memory Jar. Each player removes his or her hand from the game, face down, and draws seven cards. At end of turn, each player discards his or her hand and returns to his or her hand each card he or she removed from the game this way. <i>-See Banned & Restricted, p88.</i>	Ring of Six Artifact Echo. 1. ♣: Tap target artifact, creature, or land.	Throne of Bone Artifact Whenever a player plays a black spell, you may pay 1. If you do, you gain 1 life. 1E-GE
Hopping Automaton Artifact Creature 0: Hopping Automaton gets -1/-1 and gains flying until end of turn. US	Metahworker Artifact Creature ♣: Reveal any number of artifact cards in your hand. Add two colorless mana to your mana pool for each card revealed this way. UD	Rod of Ruin Artifact 3. ♣: Rod of Ruin deals 1 damage to target creature or player. 1E-GE	Ticking Gnomes Artifact Creature Echo. Sacrifice Ticking Gnomes: Ticking Gnomes deals 1 damage to target creature or player. UL
Howling Mine Artifact At the beginning of each player's draw step, if Howling Mine is untapped, that player draws an additional card. 1E-GE	Metrognome Artifact When a spell or ability an opponent controls causes you to discard Metrognome, put four 1/1 Gnome artifact creature tokens into play. 4. ♣: Put a 1/1 Gnome artifact creature token into play. US	Serfing Glass Artifact 3. ♣: Choose a number greater than 0 and a color. Target opponent reveals his or her hand. If that opponent reveals exactly the chosen number of cards of the chosen color, you draw a card. UD	Umbilicus Artifact At the beginning of each player's upkeep, that player returns a permanent he or she controls to its owner's hand unless he or she pays 2 life. US
Iron Maiden Artifact At the beginning of each of your opponents' upkeeps, Iron Maiden deals 1 damage to that player for each card more than four in his or her hand. UL	Milstone Artifact 2. ♣: Put the top two cards of target player's library into his or her graveyard. AQ,3E-GE	Skull Catapult Artifact 1. ♣: Sacrifice a creature: Skull Catapult deals 2 damage to target creature or player. 1A,5E-GE	Urza's Armory Artifact Each time a source would deal damage to you, it deals that much damage minus 1 instead. US
Iron Star Artifact Whenever a player plays a red spell, you may pay 1. If you do, you gain 1 life. 1E-GE	Mishra's Helix Artifact X. ♣: Tap X target lands. US	Sky Diamond Artifact Sky Diamond comes into play tapped. ♣: Add ♦ to your mana pool. MR,GE	Urza's Blueprints Artifact Echo. ♣: Draw a card. UL
Ivory Cup Artifact Whenever a player plays a white spell, you may pay 1. If you do, you gain 1 life. 1E-GE	Mobile Fort Artifact Creature 3: Mobile Fort gets +3/+1 until end of turn and may attack this turn as though it weren't a Wall. Play this ability only once each turn. US	Snake Basket Artifact X. Sacrifice Snake Basket: Put X 1/1 green Cobra creature tokens into play. Play this ability only if you could play a sorcery. VLGE	Urza's Incubator Artifact As Urza's Incubator comes into play, choose a creature type. Creature spells of the chosen type cost 2 less to play. UD
Jade Manolith Artifact 1: The next time a source of your choice would deal damage to target creature this turn, that source deals that damage to you instead. 1E-GE	Moss Diamond Artifact Moss Diamond comes into play tapped. ♣: Add ♦ to your mana pool. MR,GE	Soul Net Artifact Whenever a creature is put into a graveyard from play, you may pay 1. If you do, you gain 1 life. 1E-GE	Voltaic Key Artifact 1. ♣: Untap target artifact. <i>-See Banned & Restricted, p88.</i>
Jalum Tome Artifact 2. ♣: Draw a card, then discard a card from your hand. AQ,CH,5E-GE	Mystic Compass Artifact 1. ♣: Target land becomes a basic land type of your choice until end of turn. AL,GE	Storage Matrix Artifact As long as Storage Matrix is untapped, instead of each player untapping the permanents he or she controls during his or her untap step, that player chooses artifacts, creatures, or lands. Permanents other than those of the chosen type don't untap this untap step. UD	Wall of Junk Artifact Creature Whenever Wall of Junk blocks, return it to its owner's hand at end of combat. US
Jayemdae Tome Artifact 4. ♣: Draw a card. 1E-GE	Noetic Scales Artifact At the beginning of each player's upkeep, return to its owner's hand each creature that player controls with power greater than the number of cards in his or her hand. US	Snake Basket Artifact X. Sacrifice Snake Basket: Put X 1/1 green Cobra creature tokens into play. Play this ability only if you could play a sorcery. VLGE	Wand of Denial Artifact ♣: Look at the top card of target player's library. If it's a non-land card, you may pay 2 life. If you do, put it into that player's graveyard. VLGE
Jhoira's Toolbox Artifact Creature 2: Regenerate target artifact creature. UL	Obsidian Golem Artifact Creature - Golem 4: Obsidian Golem gets +4/+4 until end of turn. 1E-4E,GE	Soul Net Artifact Whenever a creature is put into a graveyard from play, you may pay 1. If you do, you gain 1 life. 1E-GE	Wheel of Torture Artifact At the beginning of each of your opponents' upkeeps, Wheel of Torture deals 1 damage to that player for each card lower than three in his or her hand. UL
Junk Diver Artifact Creature Flying. When Junk Diver is put into a graveyard from play, return another target artifact card from your graveyard to your hand. UD	Ornithopter Artifact Creature Flying. AQ,3E-GE	Storage Matrix Artifact As long as Storage Matrix is untapped, instead of each player untapping the permanents he or she controls during his or her untap step, that player chooses artifacts, creatures, or lands. Permanents other than those of the chosen type don't untap this untap step. UD	Whetstone Artifact 3: Each player puts the top two cards of his or her library into his or her graveyard. US
Karn, Silver Golem Artifact Creature - Golem Legend Whenever Karn, Silver Golem blocks or becomes blocked, it gets +4/+4 until end of turn. 1: Target noncreature artifact becomes an artifact creature with power and toughness each equal to its converted mana cost until end of turn. (That artifact retains its abilities.) US	Patagia Golem Artifact Creature - Golem 3: Patagia Golem gains flying until end of turn. MR,GE	Soul Net Artifact Whenever a creature is put into a graveyard from play, you may pay 1. If you do, you gain 1 life. 1E-GE	Wirecat Artifact Creature Wirecat can't attack or block if an enchantment is in play. US
Lead Golem Artifact Creature - Golem Whenever Lead Golem attacks, it doesn't untap during its controller's next untap step. MR,GE	Pentagram of the Ages Artifact 4. ♣: The next time a source of your choice would deal damage to you this turn, prevent that damage. 1A,5E-GE	Storm Cauldron Artifact Each player may play an additional land during each of his or her turns. Whenever a land is tapped for mana, return it to its owner's hand. AL,GE	Wooden Sphere Artifact Whenever a player plays a green spell, you may pay 1. If you do, you gain 1 life. 1E-GE
Lifeline Artifact Whenever a creature is put into a graveyard and another creature is in play, return the first creature from that graveyard to play under its owner's control at end of turn. US	Phyrexian Colossus Artifact Creature Phyrexian Colossus doesn't untap during your untap step. Play 0 life: Untap Phyrexian Colossus. Phyrexian Colossus can't be blocked except by three or more creatures. US	Tether's Puzzle Box Artifact At the beginning of each player's draw step, that player puts his or her hand on the bottom of his or her library in any order, then draws that many cards. VLGE	Worm Powerstone Artifact Worm Powerstone comes into play tapped. ♣: Add two colorless mana to your mana pool. US
Lotus Blossom Artifact At the beginning of your upkeep, you may put a petal counter on Lotus Blossom. ♣: Sacrifice Lotus Blossom: Add X mana of any one color to your mana pool, where X is the number of petal counters on Lotus Blossom. US	Phyrexian Processor Artifact As Phyrexian Processor comes into play, pay any amount of life. 4. ♣: Put a black Minion creature token into play. Its power and toughness are each equal to the amount of life paid. US	Temporal Aperture Artifact 5. ♣: Shuffle your library and reveal the top card. Until end of turn, as long as that card remains on top of your library, you may play the card as though it were in your hand without paying its mana cost. If the spell has Xc in its mana cost, X is 0. US	Worm Powerstone Artifact Worm Powerstone comes into play tapped. ♣: Add two colorless mana to your mana pool. US
Mana Prism Artifact ♣: Add one colorless mana to your mana pool. 1. ♣: Add one mana of any color to your mana pool. MR,GE	Phyrexian Vault Artifact 2. ♣: Sacrifice a creature: Draw a card. MR,GE	The Hive Artifact 5. ♣: Put a 1/1 Wasp artifact creature token with flying into play. 1E-GE	Abyssal Horror Creature - Horror Flying. When Abyssal Horror comes into play, target player discards two cards from his or her hand. US
Mantis Engine Artifact Creature 2: Mantis Engine gains flying until end of turn. 3: Mantis Engine gains first strike until end of turn. UD	Pit Trap Artifact 2. ♣: Sacrifice Pit Trap: Destroy target attacking creature without flying. It can't be regenerated. US	Thran Dynamo Artifact ♣: Add three colorless mana to your mana pool. UD	Abyssal Hunter Creature - Minion ♣: Tap target creature. Abyssal Hunter deals damage equal to its power to that creature. MR,GE
Marble Diamond Artifact Marble Diamond comes into play tapped. ♣: Add ♦ to your mana pool. MR,GE	Powder Keg Artifact At the beginning of your upkeep, you may put a fuse counter on Powder Keg. ♣: Sacrifice Powder Keg: Destroy each artifact and creature with converted mana cost equal to the number of fuse counters on Powder Keg. UD	Thran Foundry Artifact 1. ♣: Remove Thran Foundry from the game: Target player shuffles his or her graveyard into his or her library. UD	Abyssal Specter Creature - Specter Flying. Whenever Abyssal Specter deals damage to a player, that player discards a card from his or her hand. 1A,5E-GE
Masticore Artifact Creature At the beginning of your upkeep, you may discard a card from your hand. If you don't sacrifice Masticore, Masticore deals 1 damage to target creature. 2: Regenerate Masticore. UD	Primal Clay Artifact Creature Primal Clay comes into play as your choice of a 3/3 artifact creature, a 2/2 artifact creature with flying, or a 1/6 Wall artifact creature. AQ,3E-GE	Thran Golem Artifact Creature - Golem As long as Thran Golem is enchanted, it gets +2/+2 and has flying, first strike, and trample. UD	Agonizing Memories Sorcery Look at target player's hand and choose two cards from it. Put those cards on top of that player's library in any order. WL,GE
Meekstone Artifact Creatures with power 3 or greater don't untap during their controllers' untap steps. 1E-GE	Purging Scythe Artifact At the beginning of your upkeep, Purging Scythe deals 2 damage to the creature with the least toughness. If two or more creatures are tied for least toughness, you choose one. US	Thran Lens Artifact All permanents are colorless. UL	Apprentice Necromancer Creature - Wizard ♣: Sacrifice Apprentice Necromancer: Return target creature card from your graveyard to play. That creature gains haste. At end of turn, sacrifice it. UD

BLACK

Abyssal Horror Creature - Horror Flying. When Abyssal Horror comes into play, target player discards two cards from his or her hand. US	4 ●●
Abyssal Hunter Creature - Minion ♣: Tap target creature. Abyssal Hunter deals damage equal to its power to that creature. MR,GE	3 ●●
Abyssal Specter Creature - Specter Flying. Whenever Abyssal Specter deals damage to a player, that player discards a card from his or her hand. 1A,5E-GE	2 ●●
Agonizing Memories Sorcery Look at target player's hand and choose two cards from it. Put those cards on top of that player's library in any order. WL,GE	2 ●●
Apprentice Necromancer Creature - Wizard ♣: Sacrifice Apprentice Necromancer: Return target creature card from your graveyard to play. That creature gains haste. At end of turn, sacrifice it. UD	1 ●●
Ashen Powder Sorcery Put target creature card from an opponent's graveyard into play under your control. MR,GE	2 ●●
Attrition Enchantment ♣: Sacrifice a creature: Destroy target nonblack creature. UD	1 ●●
Beauf Sorcery Destroy target land or nonblack creature. A creature destroyed this way can't be regenerated. US	2 ●●

Bereavement
Enchantment
Whenever a green creature is put into a graveyard from play, its controller discards a card from his or her hand. **US**

Blight
Enchant Land
When enchanted land becomes tapped, destroy it. **LE,4E-6E**

Blighted Shaman
Creature — Wizard
1/1
☙: Sacrifice a swamp: Target creature gets +1/+1 until end of turn. ☙: Sacrifice a creature: Target creature gets +2/+2 until end of turn. **MR,6E**

Blood Pet
Creature — Thrull
1/1
Sacrifice Blood Pet: Add ●● to your mana pool. **TE,6E**

Blood Vassal
Creature — Thrull
2/2
Sacrifice Blood Vassal: Add ●●● to your mana pool. **US**

Body Snatcher
Creature — Minion
2/2
When Body Snatcher comes into play, you may discard a creature card from your hand. If you don't, remove Body Snatcher from the game. When Body Snatcher is put into a graveyard from play, remove Body Snatcher from the game and return target creature card from your graveyard to play. **UD**

Bog Imp
Creature — Imp
1/1
Flying. **DK,4E-6E,P1**

Bog Raiders
Creature — Zombie
2/2
Swampwalk. **US**

Bog Rats
Creature — Rat
1/1
Bog Rats can't be blocked by Walls. **DK,CH,5E-6E**

Bog Wraith
Creature — Wraith
3/3
Swampwalk. **1E-6E,P1**

Bone Shredder
Creature — Minion
1/1
Flying, echo. When Bone Shredder comes into play, destroy target nonartifact, nonblack creature. **UL**

Breach
Instant
Target creature gets +2/+0 until end of turn. That creature can't be blocked this turn except by artifact creatures and/or black creatures. **US**

Brink of Madness
Enchantment
2 ●●
At the beginning of your upkeep, if you have no cards in hand, sacrifice Brink of Madness to have target opponent discard his or her hand. **UL**

Bubbling Muck
Sorcery
Until end of turn, whenever a player taps a swamp for mana, it produces an additional ●. **UD**

Cackling Fiend
Creature — Zombie
2/1
When Cackling Fiend comes into play, each opponent discards a card from his or her hand. **US**

Carnival of Souls
Enchantment
1 ●
Whenever a creature comes into play, you lose 1 life and add ● to your mana pool. **UD**

Carion Beetles
Creature — Insect
1/1
2 ●. ☙: Remove up to three target cards in a single graveyard from the game. **US**

Chime of Night
Enchant Creature
1 ●
When Chime of Night is put into a graveyard from play, destroy target nonblack creature. **UD**

Coercion
Sorcery
2 ●●
Look at target opponent's hand and choose a card from it. That player discards that card. **VI,TE,6E,P2**

Contamination
Enchantment
2 ●●
Whenever a land is tapped for mana, it produces ● instead of its normal type and amount. At the beginning of your upkeep, sacrifice Contamination unless you sacrifice a creature. **US**

Corrupt
Sorcery
5 ●
Corrupt deals 1 damage to target creature or player damage equal to the number of swamps you control. You gain life equal to the damage dealt this way. **US**

Crazed Skirge
Creature — Imp
3 ●
Flying, haste. **2/2**

Dark Hatching
Creature — Horror
4 ●●
Flying. When Dark Hatching comes into play, destroy target nonblack creature. It can't be regenerated. **US**

Dark Ritual
Instant
Add ●●● to your mana pool. **US**

Darkest Hour
Enchantment
All creatures are black. **US**

Dereler
Creature — Thrull
4/4
Your black spells cost ● more to play. **FE,3E-6E**

Despondency
Enchant Creature
1 ●
Enchanted creature gets -2/-0. When Despondency is put into a graveyard from play, return Despondency to its owner's hand. **US**

Diabolic Servitude
Enchantment
1 ●
When Diabolic Servitude comes into play, return target creature card from your graveyard to play. When the returned creature is put into a graveyard, remove that creature from the game and return Diabolic Servitude to its owner's hand. When Diabolic Servitude leaves play, remove the returned creature from the game. **US**

Discordant Dirge
Enchantment
3 ●●
At the beginning of your upkeep, you may put a verse counter on Discordant Dirge. ☙: Sacrifice Discordant Dirge. Look at target opponent's hand and choose up to X cards from it, where X is the number of verse counters on Discordant Dirge. That player discards those cards. **US**

Disease Carriers
Creature — Rat
2/2
When Disease Carriers is put into a graveyard from play, target creature gets -2/-2 until end of turn. **UD**

Encroach
Sorcery
1 ●
Look at target player's hand and choose a nonbasic land card from it. That player discards that card. **US**

Enteblement
Enchant Creature
1 ●
Enchanted creature gets -2/-2. **MR,TE,6E**

Engineered Plague
Enchantment
2 ●
As Engineered Plague comes into play, choose a creature type. All creatures of this chosen type get -1/-1. **UL**

Eradicate
Sorcery
3 ●●
Remove target nonblack creature from the game. Search its controller's graveyard, hand, and library for all copies of that card and remove them from the game. That player then shuffles his or her library. **UD**

Evil Eye of Orms-by-Gore
Creature — Horror
3/6
Evil Eye of Orms-by-Gore can't be blocked except by Walls. Except for creatures named Evil Eye of Orms-by-Gore, creatures you control can't attack. **LE,5E-6E**

Eviscerator
Creature — Horror
5/5
Protection from white. When Eviscerator comes into play, you lose 5 life. **UL**

Exhume
Sorcery
1 ●
Each player puts a creature card from his or her graveyard into play. **US**

Forbidden Crypt
Enchantment
3 ●●
If you would draw a card, return a card from your graveyard to your hand instead. If you can't, you lose the game. If a card would be put into your graveyard, remove that card from the game instead. **MR,6E**

Giant Cockroach
Creature — Insect
4/2
UL

Gravebane Zombie
Creature — Zombie
3/2
If Gravebane Zombie would be put into a graveyard from play, put Gravebane Zombie on top of its owner's library instead. **MR,6E**

Gravedigger
Creature — Zombie
3 ●
2/2
When Gravedigger comes into play, you may return target creature card from your graveyard to your hand. **TE,6E,P1**

Greed
Enchantment
1 ●●
☙: Pay 2 life: Draw a card. **LE,4E,6E**

Hecatomb
Enchantment
1 ●●
When Hecatomb comes into play, sacrifice Hecatomb unless you sacrifice four creatures. Tap an untapped swamp you control: Hecatomb deals 1 damage to target creature or player. **IA,5E-6E**

Hidden Horror
Creature — Horror
1 ●●
4/4
When Hidden Horror comes into play, sacrifice it unless you discard a creature card from your hand. **WL,6E,P2**

Hollow Dogs
Creature — Hound
4 ●
3/3
Whenever Hollow Dogs attacks, it gets +2/+0 until end of turn. **US**

Howl from Beyond
Instant
●●
Target creature gets +X/+0 until end of turn. **IA,1E-6E**

Ill-Gotten Gains
Sorcery
2 ●●
Remove Ill-Gotten Gains from the game. Each player discards his or her hand, then returns up to three cards from his or her graveyard to his or her hand. **US**

Infernal Contract
Sorcery
●●●
Draw four cards. You lose half your life, rounded up. **MR,6E**

Kjeldoran Dead
Creature — Skeleton
3/1
When Kjeldoran Dead comes into play, sacrifice a creature. ☙: Regenerate Kjeldoran Dead. **IA,5E-6E**

Leshrac's Rite
Enchant Creature
1 ●
Enchanted creature has swampwalk. **IA,5E-6E**

Looming Shade
Creature — Shade
1/1
●: Looming Shade gets +1/+1 until end of turn. **US**

Lost Soul
Creature — Minion
2/1
Swampwalk. **LE,4E-6E**

Lurking Evil
Enchantment
●●●
Pay half your life, rounded up: Lurking Evil becomes a 4/4 Horror creature with flying. **US**

Lurking Jackals
Enchantment
●
When an opponent has 10 life or less, if Lurking Jackals is an enchantment, it becomes a 3/2 Hound creature. **UD**

Lurking Skirge
Enchantment
1 ●
When a creature is put into an opponent's graveyard, if Lurking Skirge is an enchantment, Lurking Skirge becomes a 3/2 Imp creature with flying. **UL**

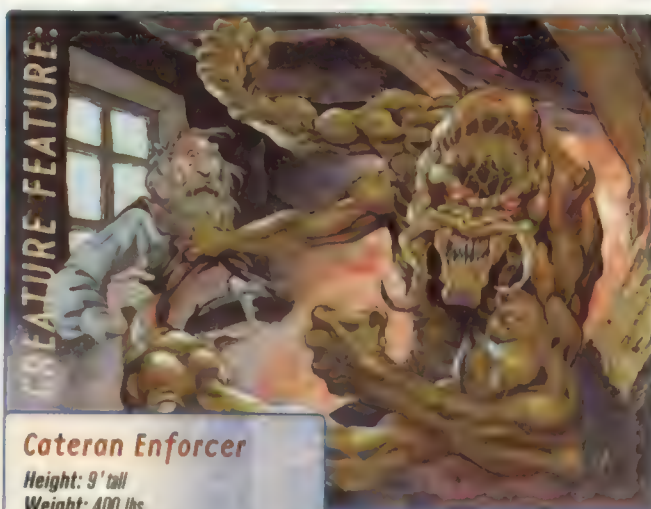
Mana Leech
Creature — Worm
2 ●
1/1
You may choose not to untap Mana Leech during your untap step. ☙: Tap target land. It doesn't untap during its controller's untap step as long as Mana Leech remains tapped. **US**

Mind Warp
Sorcery
3 ●●
Look at target player's hand and choose X cards from it. That player discards them. **IA,5E-6E**

Mischiefous Poltergeist
Creature — Ghost
2 ●
1/1
Flying. Pay 1 life: Regenerate Mischiefous Poltergeist. **WL,6E**

Necrosavant
Creature — Necrosavant
5/5
3 ●●. Sacrifice a creature: Return Necrosavant from your graveyard to play. Play this ability only during your upkeep and only if Necrosavant is in your graveyard. **VI,6E**

Nightmare
Creature — Nightmare
●●
Flying. Nightmare's power and toughness are each equal to the number of swamps you control. **1E-6E**



Cateran Enforcer

Height: 9' tall

Weight: 400 lbs.

Home Plane: Unknown, first seen on Mercadia
Details: The Enforcer is the chief log-breaker and life-taker for the Cateran guild. An all-around bully, it is said the Enforcer has four arms so that it can maim and rob you at the same time.

Doomsday
Sorcery
●●●
Search your library and graveyard for any five cards and remove the rest from the game. Put the chosen cards on top of your library in any order. You lose half your life, rounded up. **WL,6E**

Dread of Night
Enchantment
1 ●
White creatures get -1/-1. **TE,6E**

Drudge Skeletons
Creature — Skeleton
1/1
●: Regenerate Drudge Skeletons. **1E-6E**

Dry Spell
Sorcery
1 ●
Dry Spell deals 1 damage to each creature and each player. **HL,6E,P1**

Dwess
Sorcery
1 ●
Look at target opponent's hand and choose a noncreature, nonland card from it. That player discards that card. **US**

Dying Will
Enchant Creature
1 ●
When enchanted creature is put into a graveyard from play, target player discards two cards from his or her hand. **UD**

Eastern Paladin
Creature — Knight
2 ●●
3/3
●●, ☙: Destroy target green creature. **US**

Expunge
Instant
2 ●
Cycling 2: Destroy target nonartifact, nonblack creature. It can't be regenerated. **US**

Fallen Angel
Creature — Angel
3/3
Flying. Sacrifice a creature: Fallen Angel gets +2/+1 until end of turn. **LE,CH,5E,6E**

Fatal Blow
Instant
●
Destroy target creature that was dealt damage this turn. It can't be regenerated. **WL,6E**

Fear
Enchant Creature
●●
Enchanted creature can't be blocked except by artifact creatures and/or black creatures. **IA,1E-6E**

Feast of the Unicorn
Enchant Creature
1 ●
Enchanted creature gets +4/+0. **HL,6E**

Feral Shadow
Creature — Night Stalker
2/1
Flying. **MR,6E,P1**

Festering Wound
Enchant Creature
1 ●
At the beginning of your upkeep, you may put an infection counter on Festering Wound. At the beginning of the upkeep of enchanted creature's controller, Festering Wound deals X damage to that player, where X is the number of infection counters on Festering Wound. **UD**

Flesh Reaver
Creature — Horror
4/4
Whenever Flesh Reaver deals damage to a creature or opponent, Flesh Reaver deals that much damage to you. **US**

Fog of Gnats
Creature — Insect
1/1
Flying. ●: Regenerate Fog of Gnats. **UL**

Nightshade Seer 3 ●
Creature — Wizard 1/1
2 ●. ☞: Reveal any number of black cards in your hand. Target creature gets -X/X until end of turn, where X is the number of cards revealed this way. UD

No Mercy 2 ● ● ●
Enchantment
Whenever a creature deals damage to you, destroy it. UL

No Rest for the Wicked 1 ● ●
Enchantment
Sacrifice No Rest for the Wicked: Return to your hand all creature cards put into your graveyard from play since the beginning of the turn. US

Oppression 1 ● ● ●
Enchantment
Whenever a player plays a spell, that player discards a card from his or her hand. US

Order of Yawgmoth 2 ● ● ●
Creature — Knight 2/2
Order of Yawgmoth can't be blocked except by artifact creatures and black creatures. Whenever Order of Yawgmoth deals damage to a player, that player discards a card from his or her hand. US

Ostracize ●
Sorcery
Look at target opponent's hand and choose a creature card from it. That player discards that card. UL

Painful Memories 1 ● ●
Sorcery
Look at target opponent's hand and choose a card from it. Put that card on top of that player's library. MR,GE

Parasitic Bond 3 ● ●
Enchantment
At the beginning of the upkeep of enchanted creature's controller, Parasitic Bond deals 2 damage to that player. US

Perish 2 ● ●
Sorcery
Destroy all green creatures. They can't be regenerated. TE,GE

Persecute 2 ● ● ●
Sorcery
Choose a color, then look at target player's hand. That player discards all cards of the chosen color from his or her hand. US

Pestilence 2 ● ● ●
Enchantment
At end of turn, if there are no creatures in play, sacrifice Pestilence. ☞: Pestilence deals 1 damage to each creature and each player. US

Phyrexian Broodlings 1 ● ● ●
Creature — Minion 2/2
●. Sacrifice a creature: Put a +1/+1 counter on Phyrexian Broodlings. UL

Phyrexian Debaser 3 ● ● ●
Creature — Carrier 2/2
Flying. ☞: Sacrifice Phyrexian Debaser: Target creature gets -2/-2 until end of turn. UL

Phyrexian Defiler 2 ● ● ●
Creature — Carrier 3/3
☞: Sacrifice Phyrexian Defiler: Target creature gets -3/-3 until end of turn. UL

Phyrexian Denouncer 1 ● ● ●
Creature — Carrier 1/1
☞: Sacrifice Phyrexian Denouncer: Target creature gets -1/-1 until end of turn. UL

Phyrexian Ghoul 2 ● ● ●
Creature — Zombie 2/2
Sacrifice a creature: Phyrexian Ghoul gets +2/+2 until end of turn. US

Phyrexian Monitor 3 ● ● ●
Creature — Skeleton 2/2
☞: Regenerate Phyrexian Monitor. UD

Phyrexian Negator 2 ● ● ●
Creature — Horror 5/5
Trample. Whenever Phyrexian Negator is dealt damage, sacrifice a permanent for each 1 damage dealt to it. UD

Phyrexian Plaguelord 3 ● ● ●
Creature — Carrier 4/4
☞: Sacrifice Phyrexian Plaguelord: Target creature gets -4/-4 until end of turn. Sacrifice a creature: Target creature gets -1/-1 until end of turn. UL

Phyrexian Reclamation ●
Enchantment
1 ●. Pay 2 life: Return target creature card from your graveyard to your hand. UL

Plague Beetle ●
Creature — Insect 1/1
Swampwalk. UL

Plague Dogs 4 ● ● ●
Creature — Beast 3/3
When Plague Dogs is put into a graveyard from play, all creatures get -1/-1 until end of turn. 2. Sacrifice Plague Dogs. Draw a card. UD

Planar Void ●
Enchantment
Whenever a card is put into a graveyard, remove that card from the game. US

Priest of Gix 2 ● ● ●
Creature — Minion 2/1
When Priest of Gix comes into play, if you played it from your hand, add ●●● to your mana pool. US

Python 1 ● ● ●
Creature — Snake 3/2
VI,GE,P1

Rag Man 2 ● ● ●
Creature — Rag Man 2/1
☞●●●: Look at target opponent's hand. That player discards a creature card at random from it. Play this ability only during your turn. DA,GE

Rain of Filth ●
Instant
Until end of turn, lands you control gain "Sacrifice this land: Add ● to your mana pool." US

Raise Dead ●
Sorcery
Return target creature card from your graveyard to your hand. 1E-GE,P1

Rain and Fire 2 ● ● ●
Creature — Zombie 3/3
When Rain and Fire comes into play, all green creatures get -1/-1 until end of turn. UL

Rapid Decay 1 ● ●
Instant
Cycling 2. Remove from the game up to three target cards in a single graveyard. UD

Ravenous Rats 1 ● ●
Creature — Rat 1/1
When Ravenous Rats comes into play, target opponent discards a card from his or her hand. UD

Ravenous Skirge 2 ● ● ●
Creature — Imp 1/1
Flying. Whenever Ravenous Skirge attacks, it gets +2/+0 until end of turn. US

Razortooth Rats 2 ● ● ●
Creature — Rat 2/1
Razortooth Rats can't be blocked except by artifact creatures and/or black creatures. WL,GE

Reclusive Wight 3 ● ● ●
Creature — Minion 4/4
At the beginning of your upkeep, if you control another nonland permanent, sacrifice Reclusive Wight. US

Reprocess 2 ● ● ●
Sorcery
Sacrifice any number of artifacts, creatures, and/or lands and draw a card for each permanent sacrificed this way. US

Sanguine Guard 1 ● ● ●
Creature — Knight 2/2
First strike. 1 ●. Regenerate Sanguine Guard. US

Scathe Zombies 2 ● ● ●
Creature — Zombie 2/2
1E-GE

Scent of Nightshade 1 ● ● ●
Instant
Reveal any number of black cards in your hand. Target creature gets -X/X until end of turn, where X is the number of cards revealed this way. UD

Sengir Autocrat 3 ● ● ●
Creature — Minion 2/2
When Sengir Autocrat comes into play, put three black 0/1 Serf creature tokens into play. When Sengir Autocrat leaves play, remove all Serf tokens from play. GE,GE

Sick and Tired 2 ● ● ●
Instant
Two target creatures each get -1/-1 until end of turn. UL

Sicken ●
Enchantment
Cycling 2. Enchanted creature gets -1/-1. US

Skirge Familiar 4 ● ● ●
Creature — Imp 3/2
Flying. Discard a card from your hand: Add ● to your mana pool. US

Skittering Horror 2 ● ● ●
Creature — Horror 4/3
When you play a creature spell, sacrifice Skittering Horror. UD

Skittering Skirge ●
Creature — Imp 3/2
Flying. When you play a creature spell, sacrifice Skittering Skirge. US

Sleeper Agent ●
Creature — Minion 3/3
When Sleeper Agent comes into play, target opponent gains control of it. At the beginning of your upkeep, Sleeper Agent deals 2 damage to you. US

Sleeper's Guile 2 ● ● ●
Enchantment
Enchanted creature can't be blocked except by artifact creatures and/or black creatures. When Sleeper's Guile is put into a graveyard from play, return Sleeper's Guile to its owner's hand. UL

Stinking Skirge 3 ● ● ●
Creature — Imp 2/1
Flying. 2. Sacrifice Stinking Skirge: Draw a card. UD

Soul Feast 2 ● ● ●
Sorcery
Target player loses 4 life and you gain 4 life. UD

Spined Fluke 2 ● ● ●
Creature — Horror 5/1
When Spined Fluke comes into play, sacrifice a creature. ●. Regenerate Spined Fluke. US

Squirming Mass 4 ● ● ●
Creature — Horror 1/1
Squirming Mass can't be blocked except by artifact creatures and/or black creatures. UL

Strands of Night 2 ● ● ●
Enchantment
●●. Pay 2 life. Sacrifice a swamp: Return target creature card from your graveyard to play. WL,GE

Stronghold Cabal 1 ● ● ●
Creature — Knight 2/2
☞. Pay 1 life: Counter target white spell. 1A,GE-GE

Stupor 2 ● ● ●
Sorcery
Target opponent discards a card at random from his or her hand, then chooses and discards a card from his or her hand. MR,GE

Subversion 3 ● ● ●
Enchantment
At the beginning of your upkeep, each opponent loses 1 life. You gain life equal to the life lost this way. UL

Swat 1 ● ● ●
Instant
Cycling 2. Destroy target creature with power 2 or less. UL

Syphon Soul 2 ● ● ●
Sorcery
Syphon Soul deals 2 damage to each other player. You gain life equal to the damage dealt this way. LE,GE

Tainted Ether 2 ● ● ●
Enchantment
Whenever a creature comes into play, its controller sacrifices a creature or land. US

Terror 3 ● ● ●
Instant
Destroy target nonartifact, nonblack creature. It can't be regenerated. 1E-GE

Tethered Skirge 2 ● ● ●
Creature — Imp 2/2
Flying. Whenever Tethered Skirge becomes the target of a spell or ability you lose 1 life. UL

Treacherous Link 1 ● ● ●
Enchantment
All damage that would be dealt to enchanted creature is dealt to its controller instead. UL

Twisted Experiment 1 ● ● ●
Enchant Creature
Enchanted creature gets +3/+1. UD

Unearth ●
Sorcery
Cycling 2. Return target creature card with converted mana cost 3 or less from your graveyard to play. UL

Unnerve 3 ● ● ●
Sorcery
Each opponent discards two cards from his or her hand. US

Unworthy Dead 1 ● ● ●
Creature — Skeleton 1/1
●. Regenerate Unworthy Dead. US

Vampiric Embrace 2 ● ● ●
Enchantment
Enchanted creature gets +2/+2 and has flying. Whenever a creature dealt damage by enchanted creature this turn is put into a graveyard, put a +1/+1 counter on enchanted creature. US

Vampiric Tutor ●
Instant
Search your library for a card, then shuffle your library and put that card on top of it. You lose 2 life. VI,GE

Veblud ●
Creature — Horror 0/0
Veblud comes into play with a +1/+1 counter on it. At the beginning of your upkeep, you may put a +1/+1 counter on Veblud. When Veblud attacks or blocks, destroy it at end of combat. US

Victimize 2 ● ● ●
Sorcery
As an additional cost to play Victimize, sacrifice a creature. Put two target creature cards from your graveyard into play tapped. US

Vile Requiem 2 ● ● ●
Enchantment
At the beginning of your upkeep, you may put a versa counter on Vile Requiem. 1 ●. Sacrifice Vile Requiem: Destroy up to X target nonblack creatures, where X is the number of versa counters on Vile Requiem. They can't be regenerated. US

Western Paladin 3 ● ● ●
Creature — Knight 3/3
●●. ☞: Destroy target white creature. US

Witch Engine 3 ● ● ●
Creature — Horror 4/4
Swampwalk. ☞: Add ●●●●● to your mana pool. Target opponent gains control of Witch Engine. US

Yawgmoth's Bargain 1 ● ● ●
Enchantment
Skip your draw step. Pay 1 life: Draw a card. •See Banned & Restricted, p59. UD

Yawgmoth's Edict 1 ● ● ●
Enchantment
Whenever an opponent plays a white spell, that player loses 1 life and you gain 1 life. US

Yawgmoth's Will 2 ● ● ●
Sorcery
Until end of turn, you may play cards in your graveyard as though they were in your hand. If a card would be put into your graveyard this turn, remove that card from the game instead. US

Zombie Master 1 ● ● ●
Creature — Lord 2/3
All Zombies have "●. Regenerate this creature" and swampwalk. 1E-GE

BLUE

Abduction 2 ● ● ●
Enchant Creature
When Abduction comes into play, untap enchanted creature. You control enchanted creature. When enchanted creature is put into a graveyard, return that creature to play under its owner's control. WL,GE

Academy Researchers 1 ● ● ●
Creature — Wizard 2/2
When Academy Researchers comes into play, you may put an enchant creature card from your hand into play enchanting Academy Researchers. US

Air Elemental 3 ● ● ●
Creature — Elemental 4/4
Flying. 1E-GE,P2

Ancestral Memories 2 ● ● ●
Sorcery
Look at the top seven cards of your library and put two of them into your hand. Put the rest into your graveyard. MR,GE,P1

Annul ●
Instant
Counter target artifact or enchantment spell. US

Anthropiasm 2 ● ● ●
Creature — Shapeshifter 0/0
Anthropiasm comes into play with two +1/+1 counters on it. X. ☞: Remove all +1/+1 counters from Anthropiasm and put X +1/+1 counters on it. UL

Arcane Laboratory 2 ● ● ●
Enchantment
Each player can't play more than one spell each turn. US

Archivist 2 ● ● ●
Creature — Wizard 1/1
☞: Draw a card. UL

Attunement 2 ● ● ●
Enchantment
Return Attunement to its owner's hand: Draw three cards, then discard four cards from your hand. US

Aura Flux 2 ● ● ●
Enchantment
All other enchantments have "At the beginning of your upkeep, sacrifice this enchantment unless you pay {2}." UL

Aura Thief 3 ● ● ●
Creature — Illusion 2/2
Flying. When Aura Thief is put into a graveyard from play, you gain control of all enchantments. (You don't get to move local enchantments.) UD

Back to Basics 2 ● ● ●
Enchantment
Nonbasic lands don't untap during their controllers' untap steps. US

Barrin, Master Wizard 1 ● ● ●
Creature — Legend 1/1
2. Sacrifice a permanent: Return target creature to its owner's hand. US

Blizzard Elemental 5 ● ● ●
Creature — Elemental 5/5
Flying. 3 ●. Untap Blizzard Elemental. UD

Boomerang 4 ● ● ●
Instant
Return target permanent to its owner's hand. LE,MR,CH,SE-GE

Bouncing Beesbles 2 ● ● ●
Creature — Beeble 2/2
Bouncing Beesbles is unblockable as long as defending player controls an artifact. UL

Brine Seer 3 ● ● ●
Creature — Wizard 1/1
2 ●. ☞: Reveal any number of blue cards in your hand. Counter target spell unless its controller pays 1 for each card revealed this way. UD

Browse 2 ● ● ●
Enchantment
2 ● ● ●: Look at the top five cards of your library and put one of them into your hand. Remove the rest from the game. 1A,GE

Bubbling Beesbles

Creature — Beeble
Building Beesbles is unblockable as long as defending player controls an enchantment.

Catalog

Instant
Draw two cards, then discard a card from your hand.

Chill

Enchantment
Red spells cost 2 more to play.

Cloak of Mists

Enchant Creature
Enchanted creature is unblockable.

Cloud of Faeries

Creature — Faerie
Cycling 2: Flying. When Cloud of Faeries comes into play, if you played it from your hand, untap up to two lands.

Confiscate

Enchant Permanent
You control enchanted permanent.

Coral Merfolk

Creature — Merfolk

Counterspell

Instant
Counter target spell.

Curfew

Instant
Each player returns a creature he or she controls to its owner's hand.

Daring Apprentice

Creature — Wizard
Sacrifice Daring Apprentice: Counter target spell.

Deflection

Instant
Target spell with a single target targets another target instead.

Delusions of Mediocrity

Enchantment
When Delusions of Mediocrity comes into play, you gain 10 life. When Delusions of Mediocrity leaves play, you lose 10 life.

Desertion

Instant
Counter target spell. If it's an artifact or creature card, put it into play under your control instead of into its owner's graveyard.

Diminishing Returns

Sorcery
Each player shuffles his or her hand and graveyard into his or her library. You remove the top ten cards of your library from the game. Then each player draws up to seven cards.

Disappear

Enchant Creature
Return enchanted creature and Disappear to their owners' hands.

Disruptive Student

Creature — Wizard
Counter target spell unless its controller pays 1.

Donate

Sorcery
Target player gains control of target permanent you control.

Douse

Enchantment
Counter target red spell.

Dream Cache

Sorcery
Draw three cards, then put two cards from your hand both on top of your library or both on the bottom of your library.

Drifting Djinn

Creature — Djinn
Cycling 2: Flying. At the beginning of your upkeep, sacrifice Drifting Djinn unless you pay 1.

Enchantment Alteration

Instant
Move target enchantment from one creature to another or from one land to another. (The new target must be legal.)

Energy Field

Enchantment
Prevent all damage that would be dealt to you by sources you don't control. When a card is put into your graveyard, sacrifice Energy Field.

Exhaustion

Sorcery
Creatures and lands target opponent controls don't untap during his or her next untap step.

Fatigue

Sorcery
Target player skips his or her next draw step.

Flash

Instant
Choose a creature card in your hand. You may pay its mana cost reduced by up to 2. If you do, put that creature into play. If you don't, put that creature card into your graveyard.

Fledgling Osprey

Creature — Bird
Fledgling Osprey has flying as long as it's enchanted.

Fleeting Image

Creature — Illusion
Flying 1. Return Fleeting Image to its owner's hand.

Flight

Enchant Creature
Enchanted creature has flying.

Fog Bank

Creature — Wall
Flying. Prevent all combat damage that would be dealt to and dealt by Fog Bank.

Wild Jhovall

Height: variable; 5' to 12' long
Weight: variable; 200–500 lbs.
Home Plane: Mercadia

Details: Found all over the plane of Mercadia, six-legged jhovall cats can be trained as war chargers, draught animals, and household guardians. All jhovalls are extremely dangerous. Quick, strong, and clever hunters, they feed on anything they can catch and bring down.

Fog Elemental

Creature — Elemental
Flying. When Fog Elemental attacks or blocks, sacrifice it at end of combat.

Forget

Sorcery
Target player discards two cards from his or her hand, then draws as many cards as he or she discarded this way.

Frantic Search

Instant
Draw two cards, then discard two cards from your hand. Untap up to three lands.

Gaseous Form

Enchant Creature
Prevent all combat damage that would be dealt to and dealt by enchanted creature.

Gilded Drake

Creature — Drake
Flying. When Gilded Drake comes into play, exchange control of Gilded Drake for target creature an opponent controls. If you can't, sacrifice Gilded Drake.

Glacial Wall

Creature — Wall

Great Whale

Creature — Whale
When Great Whale comes into play, if you played it from your hand, untap up to seven lands.

Harmattan Efreit

Creature — Efreit
Flying. 1. Target creature gains flying until end of turn.

Hermetic Study

Enchant Creature
Enchanted creature has "X. This creature deals 1 damage to target creature or player."

Hibernation

Instant
Return all green permanents to their owners' hands.

Horned Turtle

Creature — Turtle

Horseshoe Crab

Creature — Crab
Untap Horseshoe Crab.

Illuminated Wings

Enchant Creature
Enchanted creature has flying. 2. Sacrifice Illuminated Wings: Draw a card.

Imaginary Pet

Creature — Illusion
At the beginning of your upkeep, if you have a card in hand, return Imaginary Pet to its owner's hand.

Insight

Enchantment
Whenever an opponent plays a green spell, you draw a card.

Inspiration

Instant
Target player draws two cards.

Intervene

Instant
Counter target spell that targets a creature.

Iridescent Drake

Creature — Drake
Flying. When Iridescent Drake comes into play, if you played it from your hand, return target enchant creature card from a graveyard to play enchanting Iridescent Drake. (You control that enchantment.)

Juxtapose

Sorcery
You and target player exchange control of the creature you each control with the highest converted mana cost. Then exchange control of artifacts the same way. If two or more permanents a player controls are tied for highest cost, that player chooses one.

King Crab

Creature — Crab
Put target green creature on top of its owner's library.

Kingfisher

Creature — Bird
Flying. When Kingfisher is put into a graveyard from play, draw a card.

Launch

Enchant Creature
Enchanted creature has flying. When Launch is put into a graveyard from play, return Launch to its owner's hand.

Levitation

Enchantment
Creatures you control have flying.

Library of Lat-Nam

Sorcery
An opponent chooses one — You draw three cards at the beginning of the next turn's upkeep, or you search your library for a card, put that card into your hand, and then shuffle your library.

Lifting Refrain

Enchantment
At the beginning of your upkeep, you may put a verse counter on Lifting Refrain. Sacrifice Lifting Refrain. Counter target spell unless its controller pays X, where X is the number of verse counters on Lifting Refrain.

Lingering Mirage

Enchant Land
Cycling 2: Enchanted land is on island.

Lord of Atlantis

Creature — Lord
All Merfolk get +1/+1 and have islandwalk.

Mana Short

Instant
Tap all lands target player controls and empty his or her mana pool.

Memory Lapse

Instant
Counter target spell. Put it on top of its owner's library instead of into that player's graveyard.

Mental Discipline

Enchantment
Discard a card from your hand: Draw a card.

Merfolk of the Pearl Trident

Creature — Merfolk

Metathran Elite

Creature — Soldier
Metathran Elite is unblockable as long as it's enchanted.

Metathran Soldier

Creature — Soldier
Metathran Soldier is unblockable.

Miscalculation

Instant
Cycling 2: Counter target spell unless its controller pays 2.

Morphing

Creature — Shapeshifter
Untap Morphing. Morphing gains flying until end of turn. Morphing can't be the target of spells or abilities until end of turn. Morphing gets +1/+1 until end of turn. Morphing gets -1/-1 until end of turn.

Mystical Tutor

Instant
Search your library for an instant or sorcery card and reveal that card. Shuffle your library, then put the card on top of it.

Opportunity

Instant
Target player draws four cards.

Opposition

Enchantment
Tap an untapped creature you control: Tap target artifact, creature, or land.

Palinchron

Creature — Illusion
Flying. When Palinchron comes into play, if you played it from your hand, untap up to seven lands.

Pendrell Drake

Creature — Drake
Cycling 2: Flying.

Pendrell Flux

Enchant Creature
Enchanted creature has "At the beginning of your upkeep, sacrifice this creature unless you pay its mana cost."

Peregrine Drake

Creature — Drake
Flying. When Peregrine Drake comes into play, if you played it from your hand, untap up to five lands.

Phantasmal Terrain

Enchant Land
Enchanted land is a basic land type of your choice.

Phantom Warrior

Creature — Illusion
Phantom Warrior is unblockable.

Polymorph

Sorcery
Destroy target creature. It can't be regenerated. Its controller reveals cards from the top of his or her library until a creature card is revealed. The player puts that card into play and shuffles all other cards revealed this way into his or her library.

Power Sink

Instant
Counter target spell unless its controller pays X. If he or she doesn't, that player taps all mana-producing lands he or she controls and empties his or her mana pool.

Power Taint

Enchant Enchantment
Cycling 2: At the beginning of the upkeep of enchanted enchantment's controller, that player pays 2 or loses 2 life.

Private Research

Enchant Creature
At the beginning of your upkeep, you may put a page counter on Private Research. When enchanted creature is put into a graveyard, draw a card for each page counter on Private Research.

[illegible]

Deranged Hermit 3 ●●
Creature — Elf 1/1
Echo. When Deranged Hermit comes into play, put four 1/1 green Squirrel creature tokens into play. All Squirrels get +1/+1. **UL**

Early Harvest 1 ●●●
Enchantment
Target player untaps all basic lands he or she controls. **MR,6E**

Elder Druid 3 ●●
Creature — Cleric 2/2
3 ●. ♣: Tap or untap target artifact, creature, or land. **IA,5E–6E**

Elven Cache 2 ●●●
Sorcery
Return target card from your graveyard to your hand. **VI,6E,P1**

Elven Riders 3 ●●●
Creature — Elf 3/3
Elven Riders can't be blocked except by creatures with flying and/or walls. **LE,4E–6E**

Elvish Archers 1 ●●
Creature — Elf 2/1
First strike. **1E–6E**

Elvish Herder 1 ●●
Creature — Elf 1/1
●: Target creature gains trample until end of turn. **US**

Elvish Lookout 1 ●●
Creature — Elf 1/1
Elvish Lookout can't be the target of spells or abilities. **UD**

Elvish Lyrst 1 ●●
Creature — Elf 1/1
●. ♣. Sacrifice Elvish Lyrst: Destroy target enchantment. **US**

Elvish Piper 3 ●●
Creature — Elf 1/1
●. ♣: Put a creature card from your hand into play. **UD**

Emperor Crocodile 3 ●●
Creature — Crocodile 3/5
When you control no other creatures, sacrifice Emperor Crocodile. **UD**

Endless Wurm 3 ●●●
Creature — Wurm 3/9
Trample. At the beginning of your upkeep, sacrifice Endless Wurm unless you sacrifice an enchantment. **US**

Exploration 1 ●●
Enchantment
You may play an additional land each turn. **US**

Fallow Earth 2 ●●
Sorcery
Put target land on top of its owner's library. **MR,6E**

Familiar Ground 2 ●●
Enchantment
Each creature you control can't be blocked by more than one creature. **WL,6E**

Fecundity 2 ●●
Enchantment
Whenever a creature is put into a graveyard from play, that creature's controller may draw a card. **US**

Femoral Archers 2 ●●
Creature — Soldier 2/2
♣: Femoral Archers deals 4 damage to target attacking creature with flying. **MR,6E**

Fertile Ground 1 ●●
Enchant Land
Whenever enchanted land is tapped for mana, it produces an additional one mana of any color. **US**

Fog 1 ●●
Instant
Prevent all combat damage that would be dealt this turn. **MR,1E–6E**

Fortitude 1 ●●
Enchant Creature
When Fortitude is put into a graveyard from play, return Fortitude to its owner's hand. Sacrifice a forest: Regenerate enchanted creature. **US**

Fyndhorn Brownie 2 ●●
Creature — Brownie 1/1
2 ●. ♣. Untap target creature. **IA,6E**

Fyndhorn Elder 3 ●●
Creature — Elf 1/1
♣: Add ●●● to your mana pool. **IA,5E–6E**

Gaea's Bounty 2 ●●
Sorcery
Search your library for up to two forest cards, reveal those cards, and put them into your hand. Then shuffle your library. **US**

Gaea's Embrace 3 ●●●
Enchant Creature
Enchanted creature gets +3/+3 and has trample. ●: Regenerate enchanted creature. **US**

Gamekeeper 3 ●●
Creature — Elf 2/2
When Gamekeeper is put into a graveyard from play, you may remove Gamekeeper from the game. If you do, reveal cards from the top of your library until you reveal a creature card. Put that card into play and put the other cards revealed this way into your graveyard. **UD**

Gang of Elk 5 ●●
Creature — Beast 5/4
Whenever Gang of Elk becomes blocked, it gets +2/+2 until end of turn for each creature blocking it. **UL**

Giant Growth 1 ●●●
Instant
Target creature gets +3/+3 until end of turn. **IA,1E–6E**

Giant Spider 3 ●●
Creature — Spider 2/4
Giant Spider may block as though it had flying. **1E–6E,P1**

Goliath Beetle 2 ●●
Creature — Insect 3/1
Trample. **UD**

Gorilla Chieftain 2 ●●●
Creature — Ape 3/3
1 ●: Regenerate Gorilla Chieftain. **AL,6E**

Gorilla Warrior 2 ●●
Creature — Ape 3/2
US,P1

Greater Good 2 ●●●
Enchantment
Sacrifice a creature. Draw cards equal to the sacrificed creature's power, then discard three cards from your hand. **US**

Greener Pastures 2 ●●
Enchantment
At the beginning of each player's upkeep, if that player controls more lands than any other, the player puts a 1/1 green Saproling creature token into play. **US**

Hidden Guerrillas 1 ●●●
Enchantment
When an opponent plays an artifact spell, if Hidden Guerrillas is an enchantment, Hidden Guerrillas becomes a 5/3 Soldier creature with trample. **US**

Hidden Herd 1 ●●●
Enchantment
When an opponent plays a nonbasic land, if Hidden Herd is an enchantment, Hidden Herd becomes a 3/3 Beast creature. **US**

Hidden Predators 2 ●●
Enchantment
When an opponent controls a creature with power 4 or greater, if Hidden Predators is an enchantment, Hidden Predators becomes a 4/4 Beast creature. **US**

Hidden Spider 1 ●●●
Enchantment
When a creature with flying comes into play under an opponent's control if Hidden Spider is an enchantment, Hidden Spider becomes a 3/5 Spider creature that may block as though it had flying. **US**

Hidden Stag 1 ●●
Enchantment
Whenever an opponent plays a land, if Hidden Stag is an enchantment, Hidden Stag becomes a 3/2 Beast creature. Whenever you play a land, if Hidden Stag is a creature, Hidden Stag becomes an enchantment. **US**

Hunting Moa 2 ●●
Creature — Beast 3/2
Echo. Whenever Hunting Moa comes into play or is put into a graveyard from play, put a +1/+1 counter on target creature. **UD**

Marker Beetles 1 ●●●
Creature — Insect 2/3
When Marker Beetles is put into a graveyard from play, target creature gets +1/+1 until end of turn. 2. Sacrifice Marker Beetles: Draw a card. **UD**

Maro 1 ●●●
Creature — Elemental 3/3
Maro's power and toughness are each equal to the number of cards in your hand. **MR,6E**

Midsummer Revel 1 ●●●
Enchantment
At the beginning of your upkeep, you may put a virtue counter on Midsummer Revel. ●: Sacrifice Midsummer Revel. Put X 3/3 green Beast creature tokens into play, where X is the number of virtue counters on Midsummer Revel. **US**

Might of Oaks 3 ●●
Instant
Target creature gets +7/+7 until end of turn. **UL**

Momentum 3 ●●
Enchant Creature
At the beginning of your upkeep, you may put a growth counter on Momentum. Enchanted creature gets +1/+1 for each growth counter on Momentum. **UD**

Multani, Maro-Sorcerer 4 ●●●
Creature — Legend 3/3
Multani, Maro-Sorcerer can't be the target of spells or abilities. Multani's power and toughness are each equal to the total number of cards in all players' hands. **UL**

Multani's Acolyte 1 ●●
Creature — Elf 2/1
Echo. When Multani's Acolyte comes into play, draw a card. **UL**

Multani's Decree 1 ●●
Sorcery
Destroy all enchantments. You gain 2 life for each enchantment destroyed this way. **UD**

Multani's Presence 1 ●●
Enchantment
Whenever a spell you play is countered, draw a card. **UL**

Nature's Resurgence 1 ●●●
Sorcery
Each player draws cards equal to the number of creature cards in his or her graveyard. **WL,6E**

Panther Warriors 1 ●●
Creature — Cat Warrior 6/3
VI,6E,P1

Pattern of Rebirth 1 ●●
Enchant Creature
When enchanted creature is put into a graveyard from play, that creature's controller may search his or her library for a creature card and put that card into play. If that player does, he or she then shuffles his or her library. **UD**

Plated Spider 1 ●●●
Creature — Spider 4/4
Plated Spider may block as though it had flying. **UD**

Plow Under 1 ●●●
Sorcery
Put two target lands on top of their owner's library. **UD**

Pouncing Jaguar 1 ●●
Creature — Cat 2/2
Echo. **US**

Pradesh Gypsies 1 ●●
Creature — Gypsy 1/1
1 ●. ♣. Target creature gets -2/-0 until end of turn. **LE,4E–6E**

Priest of Titania 1 ●●
Creature — Elf 1/1
♣: Add ● to your mana pool for each Elf in play. **US**

Radjan Spirit 1 ●●
Creature — Spirit 3/2
♣: Target creature loses flying until end of turn. **LE,4E–6E**

Rampant Growth 1 ●●
Sorcery
Search your library for a basic land card and put that card into play tapped. Then shuffle your library. **MR,7E,6E**

Rancor 1 ●●
Enchant Creature
Enchanted creature gets +2/+0 and has trample. When Rancor is put into a graveyard from play, return Rancor to its owner's hand. **UL**

Redwood Treefolk 1 ●●
Creature — Treefolk 3/8
WL,6E,P1

Regeneration 1 ●●
Enchant Creature
●: Regenerate enchanted creature. **IA,MR,1E–6E**

Rejuvenate 1 ●●
Sorcery
Cycling 2. You gain 6 life. **US**

Repopulate 1 ●●
Instant
Cycling 2. Shuffle all creature cards from target player's graveyard into that player's library. **UL**



Lithophage

Height: variable, can grow to 10 stories high
Weight: can grow to upwards of 40 tons
Home Plane: Mercadia
Details: Lithophages (literally, "rock-eaters") are rare, mainly because there aren't enough mountains in Mercadia to sustain more than a few. Consuming minerals and ore by spitting its caustic digestive fluid out onto the rock itself, a single lithophage can devour an entire mountain and everything on it in a matter of days.

Grizzly Bears 1 ●●
Creature — Bear 2/2
1E–6E,P1

Harmonic Convergence 2 ●●
Instant
Return all enchantments to top of their owners' libraries. **UL**

Hawkeater Moth 3 ●●
Creature — Insect 1/2
Flying. Hawkeater Moth can't be the target of spells or abilities. **US**

Heart Warden 1 ●●
Creature — Elf 1/1
♣: Add one green mana to your mana pool. 2. Sacrifice Heart Warden. Draw a card. **UD**

Hidden Ancients 1 ●●
Enchantment
When an opponent plays an enchantment spell, if Hidden Ancients is an enchantment, Hidden Ancients becomes a 5/5 Treefolk creature. **US**

Hidden Gibbons 1 ●●
Enchantment
When an opponent plays an instant spell, if Hidden Gibbons is an enchantment, Hidden Gibbons becomes a 4/4 Ape creature. **UL**

Hurricane 1 ●●
Sorcery
Hurricane deals X damage to each creature with flying and each player. **IA,1E–5E,6E,P1–P2**

Hush 3 ●●
Sorcery
Cycling 2. Destroy all enchantments. **US**

Ivy Seer 3 ●●
Creature — Wizard 1/1
2 ●. ♣. Reveal any number of green cards in your hand. Target creature gets +X/+X until end of turn, where X is the number of cards revealed this way. **UD**

Living Lands 3 ●●
Enchantment
All forests are 1/1 creatures that are still lands. **1E–6E**

Llanowar Elves 1 ●●
Creature — Elf 1/1
♣: Add ● to your mana pool. **1E–6E**

Lone Wolf 2 ●●
Creature — Wolf 2/2
Lone Wolf may deal its combat damage to defending player as though it weren't blocked. **UL,P2**

Lull 1 ●●
Instant
Cycling 2. Prevent all combat damage that would be dealt this turn. **US**

Lure 1 ●●
Enchant Creature
All creatures able to block enchanted creature do so. **IA,1E–6E**

Magnify 1 ●●
Instant
All creatures get +1/+1 until end of turn. **UD**

Retaliation

Enchantment
Creatures you control have "Whenever this creature becomes blocked, it gets +1/+1 until end of turn for each creature blocking it."

River Boa

Creature — Snake
Islandwalk. ♣: Regenerate River Boa.

Rofellos, Llanowar Emissary

Creature — Elf Legend
♣: Add one green mana to your mana pool for each forest you control.

Rofellos's Gift

Enchantment
Reveal any number of green cards in your hand. Return an enchantment card from your graveyard to your hand for each card revealed this way.

Rowen

Enchantment
Reveal the first card you draw each turn. Whenever you reveal a basic land card this way, draw a card.

Scaled Wurm

Creature — Wurm
7/7
IA,SE—GE

Scent of Ivy

Instant
Reveal any number of green cards in your hand. Target creature gets +X/+X until end of turn, where X is the number of cards revealed this way.

Shanodin Dryads

Creature — Dryad
Forestwalk.

Silk Net

Instant
Target creature gets +1/+1 and may block as though it had flying until end of turn.

Simian Grunts

Creature — Ape
You may play Simian Grunts any time you could play an instant.

Splinter

Sorcery
Remove target artifact from the game. Search its controller's graveyard, hand, and library for all copies of that card and remove them from the game. That player then shuffles his or her library.

Sporogenesis

Enchantment
At the beginning of your upkeep, you may put a fungus counter on target nontoken creature. Whenever a creature is put into a graveyard, put a 1/1 green Saproling creature token into play for each fungus counter on that creature. When Sporogenesis leaves play, remove all fungus counters from all creatures.

Spreading Algae

Enchantment
Spreading Algae may enchant only a swamp. When enchanted land becomes tapped, destroy that land. When Spreading Algae is put into a graveyard from play, return Spreading Algae to its owner's hand.

Stalking Tiger

Creature — Tiger
Stalking Tiger can't be blocked by more than one creature.

Stream of Life

Sorcery
Target player gains X life.

Summer Bloom

Sorcery
You may play up to three additional lands this turn.

Symbiosis

Instant
Two target creatures each get +2/+2 until end of turn.

Taunting Elf

Creature — Elf
All creatures able to block Taunting Elf do so.

Thicket Basilisk

Creature — Basilisk
Whenever Thicket Basilisk blocks or becomes blocked by a non-Wall creature, destroy that creature at end of combat.

Thorn Elemental

Creature — Elemental
Thorn Elemental may deal its combat damage to defending player as though it weren't blocked.

Titania's Boon

Sorcery
Put a +1/+1 counter on each creature you control.

Titania's Chosen

Creature — Elf
Whenever a player plays a green spell, put a +1/+1 counter on Titania's Chosen.

Trained Armadon

Creature — Elephant
Search your library for a creature card and reveal that card. Shuffle your library, then put the card on top of it.

Tranquil Grove

Enchantment
1 ♣♣: Destroy all other enchantments.

Tranquility

Sorcery
Destroy all enchantments.

Treetop Mystic

Creature — Treefolk
Whenever a creature blocks or becomes blocked by Treetop Mystic, destroy all enchantments on that creature.

Treetop Seedlings

Creature — Treefolk
Treetop Seedlings's toughness is equal to the number of forests you control.

Treetop Rangers

Creature — Elf
Treetop Rangers can't be blocked except by creatures with flying.

Uktabi Orangutan

Creature — Ape
When Uktabi Orangutan comes into play, destroy target artifact.

Uktabi Wildcats

Creature — Cat Warrior
Uktabi Wildcats's power and toughness are each equal to the number of forests you control. ♣: Sacrifice a forest: Regenerate Uktabi Wildcats.

Unseen Walker

Creature — Dryad
Forestwalk. 1 ♣♣: Target creature gains forestwalk until end of turn.

Untamed Wilds

Sorcery
Search your library for a basic land card and put that card into play. Then shuffle your library.

Venomous Fangs

Enchantment
Whenever enchanted creature deals damage to a creature, destroy that creature.

Verduran Enchantress

Creature — Wizard
Whenever you play an enchantment spell, you may draw a card.

Vernal Bloom

Enchantment
Whenever a forest is tapped for mana, it produces an additional ♣.

Vitalize

Instant
Untap all creatures you control.

Waiting in the Weeds

Sorcery
Each player puts a 1/1 green Cat creature token into play for each untapped forest he or she controls.

War Dance

Enchantment
At the beginning of your upkeep, you may put a verse counter on War Dance. Sacrifice War Dance. Target creature gets +X/+X until end of turn, where X is the number of verse counters on War Dance.

Warthog

Creature — Warring
Swampwalk.

Weatherseed Elf

Creature — Elf
♣: Target creature gains forestwalk until end of turn.

Weatherseed Treefolk

Creature — Treefolk
Trample. When Weatherseed Treefolk is put into a graveyard from play, return Weatherseed Treefolk to its owner's hand.

Whirlwind

Sorcery
Destroy all creatures with flying.

Wild Dogs

Creature — Mammal
Cycling 2. At the beginning of your upkeep, if a player has more life than any other, that player gains control of Wild Dogs.

Wild Growth

Enchantment
Whenever enchanted land is tapped for mana, it produces an additional ♣.

Winding Wurm

Creature — Wurm
Echo.

Wing Snare

Sorcery
Destroy target creature with flying.

Worldly Tutor

Instant
Search your library for a creature card and reveal that card. Shuffle your library, then put the card on top of it.

Wyluli Wolf

Creature — Wolf
♣: Target creature gets +1/+1 until end of turn.

Yavimaya Elder

Creature — Bird
When Yavimaya Elder is put into a graveyard from play, you may search your library for up to two basic land cards, reveal them, and put them into your hand. If you do, shuffle your library.

Yavimaya Enchantress

Creature — Bird
Yavimaya Enchantress gets +1/+1 for each enchantment in play.

Yavimaya Granger

Creature — Elf
Echo. When Yavimaya Granger comes into play, you may search your library for a basic land card and put that land into play tapped. If you do, shuffle your library.

Yavimaya Scion

Creature — Treefolk
Protection from artifacts.

Yavimaya Wurm

Creature — Wurm
Trample.

LANDS

Adarkar Wastes

Land
♣: Add one colorless mana to your mana pool. ♣ Add ♣ to your mana pool. Adarkar Wastes deals 1 damage to you.

Blasted Landscape

Land
Cycling 2. ♣: Add one colorless mana to your mana pool.

Brushland

Land
♣: Add one colorless mana to your mana pool. ♣ Add ♣ to your mana pool. Brushland deals 1 damage to you.

City of Brass

Land
Whenever City of Brass becomes tapped, it deals 1 damage to you. ♣: Add one mana of any color to your mana pool.

Crystal Vein

Land
♣: Add one colorless mana to your mana pool. ♣ Sacrifice Crystal Vein: Add two colorless mana to your mana pool.

Drifting Meadow

Land
Cycling 2. Drifting Meadow comes into play tapped. ♣: Add ♣ to your mana pool.

Dwarven Ruins

Land
Dwarven Ruins comes into play tapped. ♣ Add ♣ to your mana pool. ♣ Sacrifice Dwarven Ruins: Add ♣ to your mana pool.

Ebon Stronghold

Land
Ebon Stronghold comes into play tapped. ♣ Add ♣ to your mana pool. ♣ Sacrifice Ebon Stronghold: Add ♣ to your mana pool.

Faerie Conclave

Land
Faerie Conclave comes into play tapped. ♣ Add one blue mana to your mana pool. 1 ♣ Faerie Conclave becomes a 2/1 blue creature with flying until end of turn. This creature still counts as a land.

Forbidden Watchtower

Land
Forbidden Watchtower comes into play tapped. ♣ Add one white mana to your mana pool. 1 ♣ Forbidden Watchtower becomes a 1/5 white creature until end of turn. This creature still counts as a land.

Forest

Land
♣: Add ♣ to your mana pool.

Gaea's Cradle

Land
♣: Add ♣ to your mana pool for each creature you control.

Ghitu Encampment

Land
Ghitu Encampment comes into play tapped. ♣: Add one red mana to your mana pool. 1 ♣ Ghitu Encampment becomes a 2/1 red creature with first strike until end of turn. This creature still counts as a land.

Havenwood Battleground

Land
Havenwood Battleground comes into play tapped. ♣ Add ♣ to your mana pool. ♣ Sacrifice Havenwood Battleground: Add ♣ to your mana pool.

Island

Land
♣: Add ♣ to your mana pool.

Karplusan Forest

Land
♣: Add one colorless mana to your mana pool. ♣ Add ♣ to your mana pool. Karplusan Forest deals 1 damage to you.

Mountain

Land
♣: Add ♣ to your mana pool.

Phyrexian Tower

Land
♣: Add one colorless mana to your mana pool. ♣ Sacrifice a creature: Add ♣ to your mana pool.

Plains

Land
♣: Add ♣ to your mana pool.

Polluted Mire

Land
Cycling 2. Polluted Mire comes into play tapped. ♣: Add ♣ to your mana pool.

Remote Isle

Land
Cycling 2. Remote Isle comes into play tapped. ♣: Add ♣ to your mana pool.

Ruins of Trokair

Land
Ruins of Trokair comes into play tapped. ♣ Add ♣ to your mana pool. ♣ Sacrifice Ruins of Trokair: Add ♣ to your mana pool.

Serra's Sanctum

Land
♣: Add ♣ to your mana pool for each enchantment you control. •See Banned & Restricted, p99.

Shivan Gorge

Land
♣: Add one colorless mana to your mana pool. 2 ♣: Shivan Gorge deals 1 damage to each opponent.

Slippery Karst

Land
Cycling 2. Slippery Karst comes into play tapped. ♣: Add ♣ to your mana pool.

Smoldering Crater

Land
Cycling 2. Smoldering Crater comes into play tapped. ♣: Add ♣ to your mana pool.

Spawning Pool

Land
Spawning Pool comes into play tapped. ♣ Add one black mana to your mana pool. 1 ♣ Spawning Pool becomes a 1/1 black creature with ♣. Regenerate this creature until end of turn. This creature still counts as a land.

Sulfurous Springs

Land
♣: Add one colorless mana to your mana pool. ♣ Add ♣ to your mana pool. Sulfurous Springs deals 1 damage to you.

Sveylunite Temple

Land
Sveylunite Temple comes into play tapped. ♣ Add ♣ to your mana pool. ♣ Sacrifice Sveylunite Temple: Add ♣ to your mana pool.

Swamp

Land
♣: Add ♣ to your mana pool.

Thran Quarry

Land
At end of turn, if you control no creatures, sacrifice Thran Quarry. ♣ Add one mana of any color to your mana pool.

Tolarian Academy

Land
♣: Add ♣ to your mana pool for each artifact you control. •See Banned & Restricted, p99.

Treetop Village

Land
Treetop Village comes into play tapped. ♣ Add one green mana to your mana pool. 1 ♣ Treetop Village becomes a 3/3 green creature with trample until end of turn. This creature still counts as a land.

Underground River

Land
♣: Add one colorless mana to your mana pool. ♣ Add ♣ to your mana pool. Underground River deals 1 damage to you.

Yavimaya Hollow

Land
♣: Add one colorless mana to your mana pool. ♣: Regenerate target creature.

RED

About Face

Instant
Switch target creature's power and toughness until end of turn. Effects that alter the creature's power after its toughness instead, and vice versa, this turn.

Acidic Soil

Sorcery
Acidic Soil deals to each player damage equal to the number of lands he or she controls.

Æther Flash

Enchantment
Whenever a creature comes into play, Æther Flash deals 2 damage to it.

Æther Sting

Enchantment
Whenever an opponent plays a creature spell, Æther Sting deals 1 damage to that player.

Anaba Bodyguard

Creature - Minotaur
First strike.

Anaba Shaman

Creature - Minotaur
•: Anaba Shaman deals 1 damage to target creature or player.

Antagonism

Enchantment
At the end of each player's turn, Antagonism deals 2 damage to that player unless one of his or her opponents was dealt damage that turn.

Arc Lightning

Sorcery
Arc Lightning deals 3 damage divided as you choose among any number of target creatures and/or players.

Avalanche Riders

Creature - Womad
Haste, echo. When Avalanche Riders comes into play, destroy target land.

Balduvian Barbarians

Creature - Barbarian
When Balduvian Horde comes into play, sacrifice Balduvian Horde unless you discard a card at random from your hand.

Balduvian Horde

Creature - Barbarian
When Balduvian Horde comes into play, sacrifice Balduvian Horde unless you discard a card at random from your hand.

Bedlam

Enchantment
Creatures can't block.

Blaze

Sorcery
Blaze deals X damage to target creature or player.

Bloodshot Cyclops

Creature - Giant
•: Sacrifice a creature: Bloodshot Cyclops deals X damage to target creature or player, where X is the sacrificed creature's power.

Boil

Instant
Destroy all islands.

Brand

Instant
Cycling 2. Gain control of all permanents you own.

Bravado

Enchant Creature
Enchanted creature gets +1/+1 for each other creature you control.

Bulwark

Enchantment
At the beginning of your upkeep, Bulwark deals to target opponent damage equal to the number of cards in your hand greater than the number of cards in his or her hand.

Burrowing

Enchant Creature
Enchanted creature has mountainwalk.

Cinder Seer

Creature - Wizard
2 •: Reveal any number of red cards in your hand. Cinder Seer deals X damage to target creature or player, where X is the number of cards revealed this way.

Colos Yearling

Creature - Beast
Mountainwalk. •: Colos Yearling gets +1/+0 until end of turn.

Conquer

Enchant Land
You control enchanted land.

Covetous Dragon

Creature - Dragon
Flying. When you control no artifacts, sacrifice Covetous Dragon.

Crater Hellion

Creature - Beast
Echo. When Crater Hellion comes into play, it deals 4 damage to each other creature.

Crimson Hellkite

Creature - Dragon
Flying, X. •: Crimson Hellkite deals X damage to target creature. Only red mana can be spent this way.

Defender of Chaos

Creature - Knight
You may play Defender of Chaos any time you could play an instant. Protection from white.

Destructive Urge

Enchant Creature
Whenever enchanted creature deals combat damage to a player, that player sacrifices a land.

Disorder

Sorcery
Disorder deals 2 damage to each white creature and each player who controls a white creature.

Dromosaur

Creature - Lizard
Whenever Dromosaur blocks or becomes blocked, it gets +2/-2 until end of turn.

Earthquake

Sorcery
Earthquake deals X damage to each creature without flying and each player.

Electryte

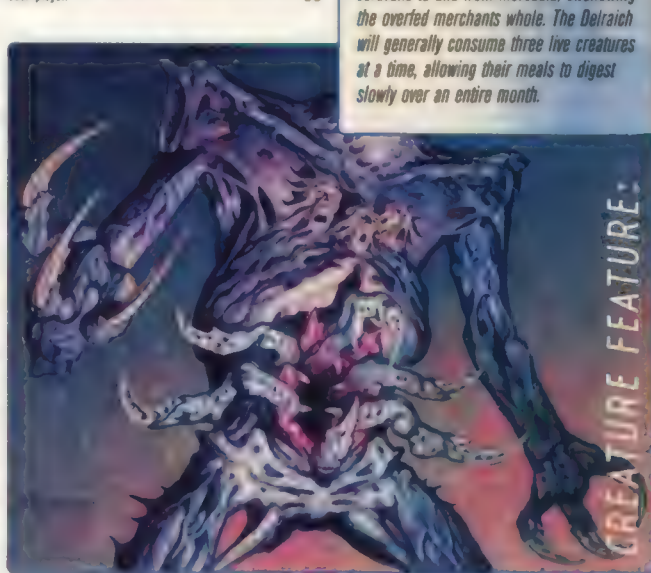
Creature - Beast
Whenever Electryte deals combat damage in defending player, it deals damage equal to its power to each blocking creature.

Falter

Instant
Creatures without flying can't block this turn.

Fault Line

Instant
Fault Line deals X damage to each creature without flying and each player.



Delraich

Height: 20' tall—Shoulders span over 7'

Weight: over 2,000 lbs.

Home Plane: the swamp bogs of Mercadia

Details: The Delraich are fierce, feral creatures whose diet consists primarily of adult humans. These beasts follow the trade caravans to and from Mercadia, swallowing the overfed merchants whole. The Delraich will generally consume three live creatures at a time, allowing their meals to digest slowly over an entire month.

Ghitu War Cry

Enchantment
•: Target creature gets +1/+0 until end of turn.

Giant Strength

Enchant Creature
Enchanted creature gets +2/+2.

Goblin Berserker

Creature - Goblin
First strike, haste.

Goblin Cadets

Creature - Goblin
Whenever Goblin Cadets blocks or becomes blocked, target opponent gains control of it. (This removes Goblin Cadets from combat.)

Goblin Digging Team

Creature - Goblin
•: Sacrifice Goblin Digging Team: Destroy target Wall.

Goblin Elite Infantry

Creature - Goblin
Whenever Goblin Elite Infantry blocks or becomes blocked, it gets -1/-1 until end of turn.

Goblin Festival

Enchantment
2: Goblin Festival deals 1 damage to target creature or player. Flip a coin. If you lose the flip, choose one of your opponents. That player gains control of Goblin Festival.

Goblin Gardener

Creature - Goblin
When Goblin Gardener is put into a graveyard from play, destroy target land.

Goblin Hero

Creature - Goblin
DK, SE-GE

Goblin King

Creature - Lord
All Goblinks get +1/+1 and have mountainwalk.

Goblin Lackey

Creature - Goblin
Whenever Goblin Lackey deals damage to a player, you may put a Goblin card from your hand into play.

Goblin Marshal

Creature - Goblin
Echo. Whenever Goblin Marshal comes into play or is put into a graveyard from play, put two 1/1 red Goblin creature tokens into play.

Goblin Masons

Creature - Goblin
When Goblin Masons is put into a graveyard from play, destroy target Wall.

Goblin Matron

Creature - Goblin
When Goblin Matron comes into play, you may search your library for a Goblin card. If you do, reveal that card and put it into your hand. Then shuffle your library.

Goblin Medics

Creature - Goblin
Whenever Goblin Medics becomes tapped, it deals 1 damage to target creature or player.

Goblin Offensive

Sorcery
Put X 1/1 red Goblin creature tokens into play.

Goblin Patrol

Creature - Goblin
Echo.

Goblin Raider

Creature - Goblin
Goblin Raider can't block.

Goblin Recruiter

Creature - Goblin
When Goblin Recruiter comes into play, search your library for any number of Goblin cards. Reveal those cards, then shuffle your library and put them on top of it.

Goblin Spelunkers

Creature - Goblin
Mountainwalk.

Goblin War Buggy

Creature - Goblin
Haste, echo.

Goblin Warrens

Enchantment
2 •: Sacrifice two Goblinks: Put three 1/1 red Goblin creature tokens into play.

Goblin Welder

Creature - Goblin
•: Exchange target artifact a player controls for target artifact card in that player's graveyard.

Granite Grip

Enchant Creature
Enchanted creature gets +1/+0 for each mountain you control.

Guma

Creature - Cat
Protection from blue.

Hammer of Bogardan

Sorcery
Hammer of Bogardan deals 3 damage to target creature or player. 2 •: Return Hammer of Bogardan to your hand. Play this ability only during your upkeep and only if Hammer of Bogardan is in your graveyard.

Headlong Rush

Instant
Attacking creatures gain first strike until end of turn.

Heat Ray

Instant
Heat Ray deals X damage to target creature.

Hulking Cyclops

Creature - Giant
Hulking Cyclops can't block.

Hulking Ogre

Creature - Ogre
Hulking Ogre can't block.

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Illicit Auction

Sorcery
Each player may bid life for control of target creature. You begin the bidding at 0. Proceeding in turn order, each player may top the high bid. The auction ends when the high bid stands. The high bidder loses life equal to the high bid and gains control of the creature. MR,GE

Impatience

Enchantment
At the end of each player's turn, if that player didn't play a spell that turn, Impatience deals 2 damage to him or her. UD

Impending Disaster

Enchantment
At the beginning of your upkeep, if there are seven or more lands in play, sacrifice Impending Disaster to destroy all lands. UL

Incendiary

Enchant Creature
At the beginning of your upkeep, you may put a fuse counter on Incendiary. When enchanted creature is put into a graveyard, Incendiary deals X damage to target creature or player, where X is the number of fuse counters on Incendiary. 3/0

Inferno

Instant
Inferno deals 6 damage to each creature and each player. 5 ●●
11K,4E-6E

Jagged Lightning

Sorcery
Jagged Lightning deals 3 damage to target creature and 3 damage to another target creature. US

Jokulhaups

Sorcery
Destroy all artifacts, creatures, and lands. They can't be regenerated. 4 ●●
1A,5E-6E

Keldon Champion

Creature - Barbarian
Echo: haste. When Keldon Champion comes into play, it deals 3 damage to target player. 2 ●●
3/2

Keldon Vandals

Creature - Townsfolk
Echo: When Keldon Vandals comes into play, destroy target artifact. 2 ●●
4/1

Landslide

Sorcery
Sacrifice any number of mountains. Landslide deals that much damage to target player. 2 ●●
UD

Last-Ditch Effort

Instant
Sacrifice any number of creatures. Last-Ditch Effort deals that much damage to target creature or player. 4 ●●
UL

Lava Axe

Sorcery
Lava Axe deals 5 damage to target player. 3 ●●
UL

Lay Waste

Sorcery
Cycling 2. Destroy target land. 3 ●●
US

Lightning Blast

Instant
Lightning Blast deals 4 damage to target creature or player. 3 ●●
TE,6E

Lightning Dragon

Creature - Dragon
Flying, echo. 1: Lightning Dragon gets +1/+0 until end of turn. 2 ●●
4/4

Manabarbs

Enchantment
Whenever a player plays a land for mana, Manabarbs deals 1 damage to him or her. 3 ●●
1E-6E

Mark of Fury

Enchant Creature
Enchanted creature has haste. At end of turn, return Mark of Fury to its owner's hand. 2 ●●
UD

Meltdown

Sorcery
Destroy each artifact with converted mana cost X or less. 3 ●●
US

Molten Hydra

Creature - Hydra
1: Put a +1/+1 counter on Molten Hydra. 2: Remove all +1/+1 counters from Molten Hydra. Molten Hydra deals X damage to target creature or player, where X is the number of counters removed this way. 1 ●●
1/1

Mountain Goat

Creature - Goat
Mountainwalk. 1 ●●
1/1
1A,5E-6E,P1

Okk

Creature - Goblin
Okk can't attack unless a creature with greater power also attacks. Okk can't block unless a creature with greater power also blocks. 1 ●●
4/4

Orcish Artillery

Creature - Orc
Orcish Artillery deals 2 damage to target creature or player and 3 damage to you. 1 ●●
1E-6E

Orcish Oriflamme

Enchantment
Attacking creatures you control get +1/+0. 3 ●●
1E-6E

Outmaneuver

Instant
X target blocked creatures deal combat damage as though they weren't blocked. 3 ●●
US

Parch

Instant
Choose one - Parch deals 2 damage to target creature or player, or Parch deals 4 damage to target blue creature. 1 ●●
UL

Pillage

Sorcery
Destroy target artifact or land. It can't be regenerated. 1 ●●
AI,6E



Pygmy Pyrosaur

Creature - Lizard
Pygmy Pyrosaur can't block. 1: Pygmy Pyrosaur gets +1/+0 until end of turn. 1 ●●
1/1

Pyromancy

Enchantment
3. Discard a card at random from your hand. Pyromancy deals to target creature or player damage equal to the converted mana cost of the discarded card. 2 ●●
UL

Pyrotechnics

Sorcery
Pyrotechnics deals 4 damage divided as you choose among any number of target creatures and/or players. 4 ●●
LE,4E-5E,6E

Rack and Ruin

Instant
Destroy two target artifacts. 2 ●●
UL

Raging Goblin

Creature - Goblin
Haste. 1 ●●
1/1
EX,6E,P1-P2

Rain of Salt

Sorcery
Destroy two target lands. 4 ●●
US

Reckless Abandon

Sorcery
As an additional cost to play Reckless Abandon, sacrifice a creature. Reckless Abandon deals 4 damage to target creature or player. 3 ●●
UD

Reckless Emburmage

Creature - Wizard
1: Reckless Emburmage deals 1 damage to target creature or player and 1 damage to itself. 3 ●●
2/2
MR,6E

Reflexes

Enchant Creature
Enchanted creature has first strike. 2 ●●
US

Relentless Assault

Sorcery
Untap all creatures that attacked this turn. You get an additional combat phase followed by an additional main phase this turn. 2 ●●
VI,6E,P2

Repercussion

Enchantment
Whenever a creature is dealt damage, Repercussion deals that much damage to that creature's controller. 1 ●●
UD

Retromancer

Creature - Vampire
Whenever Retromancer becomes the target of a spell or ability, Retromancer deals 3 damage to that spell or ability's controller. 2 ●●
3/3
US

Rivalry

Enchantment
At the beginning of each player's upkeep, if that player controls more lands than any other, Rivalry deals 2 damage to him or her. 2 ●●
UL

Rumbling Crescendo

Enchantment
At the beginning of your upkeep, you may put a verse counter on Rumbling Crescendo. 1: Sacrifice Rumbling Crescendo. Destroy up to X target lands, where X is the number of verse counters on Rumbling Crescendo. 3 ●●
US

Shower of Sparks

Instant
Shower of Sparks deals 1 damage to target creature and 1 damage to target player. 2 ●●
US

Sluggishness

Enchant Creature
Enchanted creature can't block. When Sluggishness is put into a graveyard from play, return Sluggishness to its owner's hand. 1 ●●
UL

Sneak Attack

Enchantment
Put a creature card from your hand into play. That creature gains haste until end of turn. Sacrifice the creature at end of turn. 3 ●●
US

Sowing Salt

Sorcery
Remove target nonbasic land from the game. Search its controller's graveyard, hand, and library for all copies of that card and remove them from the game. That player then shuffles his or her library. 2 ●●
UD

Spitting Drake

Creature - Drake
Flying. 1: Spitting Drake gets +1/+0 until end of turn. No more than 1 can be spent this way each turn. 3 ●●
2/2
VI,6E

Spitting Earth

Sorcery
Spitting Earth deals to target creature damage equal to the number of mountains you control. 2 ●●
MR,6E,P1-P2

Steam Blast

Sorcery
Steam Blast deals 2 damage to each creature and each player. 2 ●●
US

Stone Rain

Sorcery
Destroy target land. 2 ●●
1A,MR,TE,1E-6E,P1-P2

Sulfuric Vapors

Enchantment
If a red spell would deal damage to a creature or player, it deals that much damage plus 1 to that creature or player instead. 3 ●●
US

Talruum Minotaur

Creature - Minotaur
Haste. 2 ●●
3/3
MR,6E

Thundering Giant

Creature - Giant
Haste. 3 ●●
4/3
US

Torch Song

Enchantment
At the beginning of your upkeep, you may put a verse counter on Torch Song. 2: Sacrifice Torch Song. Torch Song deals X damage to target creature or player, where X is the number of verse counters on Torch Song. 2 ●●
US

Tremor

Sorcery
Tremor deals 1 damage to each creature without flying. 2 ●●
2/1
1A,5E-6E

Trumpet Blast

Instant
Attacking creatures get +2/+0 until end of turn. 2 ●●
UD

Vertigo

Enchantment
Vertigo deals 2 damage to target creature with flying. It loses flying until end of turn. 2 ●●
1A,6E

Viashino Bey

Creature - Viashino
N Viashino Bey attacks, all creatures you control attack if able. 2 ●●
4/3
UL

Viashino Cutthroat

Creature - Viashino
Haste. At end of turn, return Viashino Cutthroat to its owner's hand. 2 ●●
5/3
UL

Viashino Heretic

Creature - Viashino
1: Destroy target artifact. Viashino Heretic deals to that artifact's controller damage equal to the artifact's converted mana cost. 2 ●●
1/3

Viashino Outrider

Creature - Viashino
Echo. 2 ●●
4/3
US

Viashino Runner

Creature - Viashino
Viashino Runner can't be blocked except by two or more creatures. 3 ●●
3/2

Viashino Sandscout

Creature - Viashino
Haste. At end of turn, return Viashino Sandscout to its owner's hand. 1 ●●
2/1

Viashino Sandswimmer

Creature - Viashino
Flip a coin. If you win the flip, return Viashino Sandswimmer to its owner's hand. If you lose the flip, sacrifice Viashino Sandswimmer. 2 ●●
3/2

Viashino Warrior

Creature - Viashino
First strike, haste, echo. 3 ●●
4/2
MR,6E

Shock

Instant
Shock deals 2 damage to target creature or player. 2 ●●
SH,6E

HL - Homelands

AL - Alliance

MR - Mirage

VI - Visions

WL - Weatherlight

TE - Tempest

SH - Stronghold

EX - Exodus

US - Urza's Saga

UL - Urza's Legacy

Black - Common

Silver - Uncommon

Gold - Rare

THE DUELIST ORACLE PLAYER'S GUIDE

Viashino Weaponsmith

Creature — Viashino
2/2
Whenever Viashino Weaponsmith becomes blocked, it gets +2/+2 until end of turn for each creature blocking it. US

Volcanic Dragon

Creature — Dragon
4/4
Flying, haste. MR,SE,P1

Volcanic Geyser

Instant
Volcanic Geyser deals X damage to target creature or player. MR,SE

Yug Lizard

Creature — Lizard
3/4
Mountainwalk, echo. US

Wake of Destruction

Sorcery
Destroy target land and all lands with the same name as that land. UD

Wall of Fire

Enchantment — Wall
0/5
Wall of Fire gets +1/+3 until end of turn. 1E-6E

Wild Coles

Enchantment — Beast
2/2
Haste. UD

Wildfire

Sorcery
Each player sacrifices four lands. Wildfire deals 4 damage to each creature. US

WHITE

Absolute Grace

Enchantment
All creatures have protection from black. US

Absolute Law

Enchantment
All creatures have protection from red. US

Academy Rector

Enchantment — Cleric
1/2
When Academy Rector is put into a graveyard from play, you may remove Academy Rector from the game. If you do, search your library for an enchantment card and put that card into play. Then shuffle your library. UD

Angelic Chorus

Enchantment
Whenever a creature comes into play under your control, you gain life equal to its toughness. US

Angelic Curator

Enchantment — Spirit
1/1
Flying, protection from artifacts. UL

Angelic Page

Enchantment — Spirit
1/1
Flying. ♣: Target attacking or blocking creature gets +1/+1 until end of turn. US

Animate Wall

Instant
Enchanted creature may attack as though it weren't a Wall. 1E-6E

Archangel

Enchantment — Angel
5/5
Flying. Attacking doesn't cause Archangel to tap. VI,SE,P1-P2

Archery Training

Enchantment
At the beginning of your upkeep, you may put an arrow counter on Archery Training. Enchanted creature has "♣: This creature deals X damage to target attacking or blocking creature, where X is the number of arrow counters on the Archery Training enchanting this creature." UD

Ardent Militia

Enchantment — Soldier
2/5
Attacking doesn't cause Ardent Militia to tap. WL,SE

Armageddon

Sorcery
Destroy all lands. 1E-6E,P1-P2

Armored Pegasus

Enchantment — Pegasus
1/2
Flying. TE,SE,P1

Blessed Reversal

Instant
You gain 3 life for each creature attacking you. UL

Brilliant Halo

Enchantment
Enchanted creature gets +1/+2. When Brilliant Halo is put into a graveyard from play, return Brilliant Halo to its owner's hand. US

Burst of Energy

Instant
Untap target permanent. UL

Capashen Knight

Enchantment — Knight
1/1
First strike. 1 ♣: Capashen Knight gets +1/+3 until end of turn. UD

Capashen Standard

Enchantment
Enchanted creature gets +1/+1. 2 ♣: Sacrifice Capashen Standard: Draw a card. UD

Capashen Templar

Enchantment — Knight
2/2
♣: Capashen Templar gets +0/+1 until end of turn. UD

Castle

Enchantment
Untapped creatures you control get +0/+2. 1E-6E

Catastrophe

Sorcery
Destroy all lands or all creatures. Creatures destroyed this way can't be regenerated. US

Celestial Dawn

Enchantment
Nonland cards you own that aren't in play are white. Nonland permanents you control are white. Lands you control are plains. Colored mana symbols on all these cards and permanents are ♣. MR,SE

Cessation

Enchantment
Enchanted creature can't attack. When Cessation is put into a graveyard from play, return Cessation to its owner's hand. UL

Clear

Instant
Cycling 2: Destroy target enchantment. US

Congregate

Instant
Target player gains 2 life for each creature in play. US

CoP: Black

Enchantment
1 ♣: The next time a black source of your choice would deal damage to you this turn, prevent that damage. I,ATE,1E-6E

CoP: Green

Enchantment
1 ♣: The next time a green source of your choice would deal damage to you this turn, prevent that damage. I,ATE,1E-6E

CoP: Red

Enchantment
1 ♣: The next time a red source of your choice would deal damage to you this turn, prevent that damage. I,ATE,1E-6E

CoP: Blue

Enchantment
1 ♣: The next time a blue source of your choice would deal damage to you this turn, prevent that damage. I,ATE,1E-6E

CoP: White

Enchantment
1 ♣: The next time a white source of your choice would deal damage to you this turn, prevent that damage. I,ATE,1E-6E

Crusade

Enchantment
White creatures get +1/+1. 1E-6E

Daraja Griffin

Enchantment — Griffin
2/2
Flying. Sacrifice Daraja Griffin: Destroy target black creature. VI,SE

D'Avenant Archer

Enchantment — Soldier
2/2
Cycling 2: Protection from black. LE,CH,SE-6E

Defender of Law

Enchantment — Knight
2/1
You may play Defender of Law any time you could play an instant. Protection from red. UL

Defensive Formation

Enchantment
Instead of the attacking player, you choose how creatures attacking you deal combat damage. US

Devout Harpist

Enchantment — Townsfolk
1/1
♣: Destroy target enchant creature. UL

Disciple of Grace

Enchantment — Cleric
1/2
Cycling 2: Protection from black. US

Disciple of Law

Enchantment — Cleric
1/2
Cycling 2: Protection from red. US

Disenchant

Instant
Destroy target artifact or enchantment. I,AMR,TE,US,1E-6E

Divine Transformation

Enchantment
Enchanted creature gets +3/+3. LE,4E-6E

Ekundu Griffin

Enchantment — Griffin
2/2
Flying, first strike. MR,SE

Elite Archers

Enchantment — Soldier
3/3
♣: Elite Archers deals 3 damage to target attacking or blocking creature. US

Enlightened Tutor

Instant
Search your library for an artifact or enchantment card and reveal that card. Shuffle your library, then put the card on top of it. MR,SE

Erase

Instant
Remove target enchantment from the game. UD

Ethereal Champion

Enchantment — Avatar
3/4
Pay 1 life: Prevent the next 1 damage that would be dealt to Ethereal Champion this turn. MR,SE

Exile

Instant
Remove target nonwhite attacking creature from the game. You gain life equal to its toughness. AL,SE

Expendable Troops

Enchantment — Soldiers
2/1
♣: Sacrifice Expendable Troops: Expendable Troops deals 2 damage to target attacking or blocking creature. UL

Faith Healer

Enchantment — Cleric
1/1
Sacrifice an enchantment: You gain life equal to its converted mana cost. US

False Prophet

Enchantment — Cleric
2/2
When False Prophet is put into a graveyard from play, remove all creatures from the game. UD

Fend Off

Instant
Cycling 2: Prevent all combat damage that would be dealt by target creature this turn. UD

Field Surgeon

Enchantment — Cleric
1/1
Tap an untapped creature you control: Prevent the next 1 damage that would be dealt to target creature this turn. UD

Flicker

Sorcery
Remove target nonblack permanent from the game, then return it to play under its owner's control. UD

Glorious Anthem

Enchantment
Creatures you control get +1/+1. 1 ♣: ♣: Target creature you control gains protection from the color of your choice until end of turn. UL

Healing Salve

Instant
Choose one — Target player gains 3 life, or prevent the next 3 damage that would be dealt to target creature or player this turn. MR,US,1E-6E

Heavy Ballista

Enchantment — Soldier
2/3
♣: Heavy Ballista deals 2 damage to target attacking or blocking creature. WL,SE

Herald of Serra

Enchantment — Angel
3/4
Flying, echo. Attacking doesn't cause Herald of Serra to tap. US

Hero's Resolve

Enchantment
Enchanted creature gets +1/+5. TE,SE

Hope and Glory

Instant
Untap two target creatures. Each of them gets +1/+1 until end of turn. UL

Humble

Instant
Target creature loses all abilities and becomes 0/1 until end of turn. US

Isolation Town

Sorcery
Put four 1/1 white Citizen creature tokens into play. FE,SE-6E

Infantry Veteran

Enchantment — Soldier
1/1
♣: Target attacking creature gets +1/+1 until end of turn. VI,SE

Intrepid Hero

Enchantment — Soldier
1/1
♣: Destroy target creature with power 4 or greater. US

Iron Will

Instant
Cycling 2: Target creature gets +0/+4 until end of turn. UL

Jasmine Seer

Enchantment — Wizard
2 ♣: ♣: Reveal any number of white cards in your hand. You gain 2 life for each card revealed this way. UD

Karmic Guide

Enchantment — Spirit
2/2
Flying, protection from black, echo. When Karmic Guide comes into play, if you played it from your hand, return target creature card from your graveyard to play. UL

Kismet

Enchantment
Artifacts, creatures, and lands your opponents control come into play tapped. LE,SE-6E

Kjeldoran Royal Guard

Enchantment — Soldier
2/5
♣: All combat damage that would be dealt to you by unblocked creatures this turn is dealt to Kjeldoran Royal Guard instead. IA,SE-6E

Knighthood

Enchantment
Creatures you control have first strike. UL

Light of Day

Enchantment
Black creatures can't attack or block. TE,SE

Longbow Archer

Enchantment — Soldier
2/2
First strike. Longbow Archer may block as though it had flying. VI,SE

Martyr's Cause

Enchantment
Sacrifice a creature: The next time a source of your choice would deal damage to target creature this turn, prevent that damage. UL

Mask of Law and Grace

Enchantment
Enchanted creature has protection from black and protection from red. UD

Master Healer

Enchantment — Cleric
1/4
♣: Prevent the next 4 damage that would be dealt to target creature or player this turn. UD

Mesa Falcon

Enchantment — Bird
1/1
Flying. 1 ♣: Mesa Falcon gets +0/+1 until end of turn. HL,SE-6E

Monk Idealist

Enchantment — Cleric
2/2
When Monk Idealist comes into play, return target enchantment card from your graveyard to your hand. US

Monk Realist

Enchantment — Cleric
1/1
When Monk Realist comes into play, destroy target enchantment. US

Mother of Runes

Enchantment — Cleric
1/1
♣: Target creature you control gains protection from the color of your choice until end of turn. UL

Opal Acrolith

Enchantment
Whenever an opponent plays a creature spell, if Opal Acrolith is an enchantment, Opal Acrolith becomes a 2/4 Guardian creature. ♣: Opal Acrolith becomes an enchantment. US

Opal Archangel

Enchantment
When an opponent plays a creature spell, if Opal Archangel is an enchantment, Opal Archangel becomes a 2/4 Angel creature with flying. Attacking doesn't cause it to tap. US

Opal Avenger

Enchantment
When you have 10 life or less, if Opal Avenger is an enchantment, Opal Avenger becomes a 3/5 Guardian creature. UL

Opal Caryatid

Enchantment
When an opponent plays a creature spell, if Opal Caryatid is an enchantment, Opal Caryatid becomes a 2/2 Soldier creature. US

Opal Champion

Enchantment
When an opponent plays a creature spell, if Opal Champion is an enchantment, Opal Champion becomes a 3/3 Knight creature with first strike. UL

Opal Gargoyle

Enchantment
When an opponent plays a creature spell, if Opal Gargoyle is an enchantment, Opal Gargoyle becomes a 2/2 Gargoyle creature with flying. US

Opal Titan

Enchantment
When an opponent plays a creature spell, if Opal Titan is an enchantment, Opal Titan becomes a 4/4 Giant creature with protection from each of that spell's colors. US

Opalescence

Enchantment
Each other global enchantment is a creature with power and toughness each equal to its converted mana cost. It's still an enchantment. UD

Order of the Sacred Torch

Enchantment — Paladin
2/2
♣: Pay 1 life: Counter target black spell. IA,SE-6E

Pacifism

Enchantment
Enchanted creature can't attack or block. MR,TE,US,SE

Pariah

Enchantment
All damage that would be dealt to you is dealt to enchanted creature instead. US

Path of Peace

Sorcery
Destroy target creature. Its owner gains 4 life. US,P1-P2

Peace and Quiet

Instant
Destroy two target enchantments. UL

PLAYERS LEAVE
THEIR MARK
ON L5R



Legendary Impact

by edward bolme

*One of the coolest things about **Legend of the Five Rings** (L5R) is that players have a say in the course of the story—through tournament play, fan club votes, and voicing opinions to the design team online and at conventions. Here, then, are some of the more memorable player-inspired story events.*

The Day of Thunder

When **Legend of the Five Rings** was first published, the designers had the first two-year story arc already sketched out. This story arc dealt with the Clan War and the rise of Fu Leng.

Fu Leng is an evil god from the dawn of the Empire who was trapped underground by the power of 12 black scrolls. However, even though he was trapped, he still had power and influence, and he bent the Shadowlands and its corrupt denizens to his will, inspiring chaos and hatred among the clans of Rokugan.

As the Clan War escalated, one clan, the Crab, cut a deal with the Shadowlands in exchange for an alliance. Through this deal and other important occurrences (a separate epic story), the powers of Fu Leng grew. Eventually, mortals under the evil influence of Fu

Leng (or, in a few cases, mortals desperately attempting to understand the power of the Shadowlands) opened the Black Scrolls one by one, slowly releasing Fu Leng from his millenium-long bondage.

Fu Leng was freed from his prison and became manifest in the world. There he faced the Seven Thunders, descendants of the original heroes who had trapped him a thousand years before. Their final battle would determine the fate of the Empire. If the Thunders won, the Empire would be saved, and one of the Thunders would become Emperor. If Fu Leng won, he would bring down a thousand years of darkness upon the Empire, torturing it in vengeance for his long imprisonment.

No small plot point, this. Pretty apocalyptic, actually. Who would rule the next millennium? The game designers let the fans decide at the “Day of Thunder”—the 1997 GenCon L5R World Championship event.

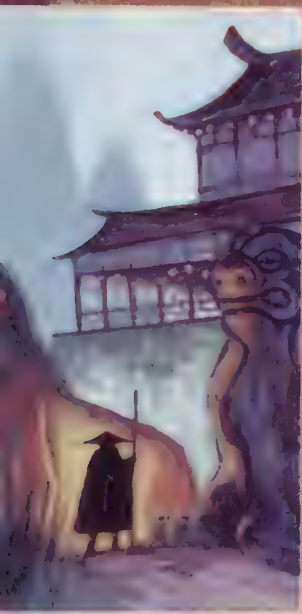
The Five Rings folks told portions of the story throughout the convention, always to a large crowd and

As each clan fell, Wick tore that clan’s story in two, never to be told.

heralded by the ringing of a gong. The mon of each clan hung in the FRP booth, which tracked the progress of the various players throughout the huge tournament. As

clans fell one by one, their emblems were removed.

John Wick, story czar, had written 12 separate endings to the story, one for each faction, and sealed them in envelopes. As each clan fell, he tore that clan’s story in two, never to be told.



We think he’s in the bar!!

Eventually, the last Fu Leng player was eliminated, and a loud cheer erupted from the crowd (and the design team). In the finals, it turned out to be Crane (played by Rob Kramer) versus Lion (rallying to the flag of Chris Bergstrom).

Much to everyone's surprise, the two finalists got together and agreed that they would play the final round for the physical prize, but their two clans would split the storyline effect between them. "We came to fight Fu Leng," they said, "not each other." Again the cheers from the crowd were deafening. In the end, the Lion player won.

How did these events translate into story? In other words, what was in those envelopes? We'll never know. Since he hadn't expected a joint win, Wick made up the story on the spot.

The Lion and Crane Thunders, badly injured, attacked Fu Leng from both sides. The Crane Thunder pierced Fu Leng's heart, while the Lion Thunder took his head. The Crane Thunder died of his wounds shortly afterward, and the Lion Thunder, Toturi, became Emperor, with a Crane courtier as his advisor.

And that's how L5R fans determined the fate of an Empire.

The Redemption of the Crab

Sometimes players don't have to win an enormous tournament to affect the story. Sometimes it's all about attitudes.

In the *Imperial Edition* and *Emerald Edition* of L5R, the Crab Clan had an alliance with the Fu Leng-corrupted Shadowlands. Many Crab players bridled at this alliance, grumbling at a dismal fate of working with evil creatures. The Crab are determined, not lackeys, players figured—why should we continue to cooperate?

And so a few Crab players tried hard to create non-corrupt Crab decks, sacrificing power for honor.

Seeing this, the design team created a few honorable anti-Shadowlands Crab Personalities. In the blink of an eye (or so it seemed), Crab players everywhere were abandoning their corrupt Crab Oni decks in favor of building powerful Honor decks.

L5R designers ran with this. A schism formed in the Crab Clan: One side, led by the hero Hida Yakamo, opposed the Shadowlands. The other side, led by Kuni Yori and championed by the *oni* Hida Yakamo (who had stolen the hero's name—another long, separate story), continued with the Crab's original evil plans.

In the end, the Crab players across the globe redeemed their clan, and Kuni Yori and his evil allies were driven back into the Shadowlands, where even now they work for the destruction of the Empire.

The Crane Thunder pierced Fu Leng's heart, while the Lion Thunder took his head.

Toku, the People's Hero

Other factors that you might not even see affect the story. Take Toku, for example.

Toku, in his original incarnation, was a small samurai of no particular import. He had no force with which to attack and a pathetic *chi* when it came to dueling. His good points were relatively trivial: he was reasonably honorable, he'd work for anybody, and he worked for free.

Because he was as cheap as they come, Toku became a staple in many decks. A free, wimpy Samurai has a lot of uses. You can send him to the imperial court in place of more important people, you can have him take the fall in

a duel or battle, or, if you are an evil Shadowlands player, you can sacrifice him to feed your hungry Oni. And, best of all, he can even lead troops; give Toku some Heavy Infantry to lead, and suddenly he's looking rather respectable...until a Dragon duels him, or a Scorpion poisons him, or...well, you get the picture.

Since he was always being eaten or sent off as a sacrifice fly, Toku became a sort of tragicomic hero. Players looked for new and inventive ways to torture the poor guy. Online, Toku-boosters began to post folk song lyrics about their man:

Toku! Toku! He keeps your oni fed!

Toku! Toku! He always turns up dead!

Soon popular opinion about Toku evolved into respect. When Toturi's Army became a faction, he signed up immediately, adding his honor to theirs. It became a crime (though still a tongue-in-cheek infraction) to sacrifice such a noble Samurai. People began to look for ways to get the most out of this honorable and hard-working little fellow.

His tireless presence in a variety of decks led to the creation of the Experienced Toku card. With improved stats, he could take a -1 Chi Exhaustion token to straighten and continue to work. People began boosting his Chi and sending him on inhumanly difficult quests. "Quick, Toku: grab the Imperial Favor, run over to attack this Province, shoot down a few Zombies with your bow, give your brother a hand up, and run back here to defend our lands! Okay?"

Experienced Toku was such a hit that eventually he was granted his own minor Clan in the *Hidden Emperor* expansion: the Monkey Clan. And so, through fan support, a pitiful young samurai became the *daimyo* of a clan—even if it's a minor one with only a few members.

8 Million Story Tournaments on the Emerald Isle

Well, eight dozen or so, anyway. We could fill this entire magazine describing these tournaments, but we only have two pages. If you're new to L5R, ask veteran players about storyline-shaking events like:

- The Fall of the Phoenix
- The False Hoturi
- Hida Sukune's Spirit
- The Kolat Master
- The Broken Sword of the Scorpion
- The Test of the Jade Champion
- The Storming of Morikage Castle



AN INTERVIEW WITH REE SOESBEE —L5R STORY QUEEN

One of the coolest things about *Legend of the Five Rings* (L5R) is that players have a say in the course of the story—through tournament play, fan club votes, and voicing opinions to the design team online and at conventions. Here, then, are some of the more memorable player-inspired story events.



Doji Shizue Speaks

by wolfgang saur

WB: So how did you first learn about L5R?

RS: I was a *Magic: The Gathering* player and had a Patriot deck that I liked to play (red, white, and blue). One day I walked into the local game store, and the only interesting new thing I found was a [*Legend of the Five Rings*] Imperial starter. I registered in the Assembly not long after as a Naga but quickly became disillusioned with the Naga Stronghold that came with the *Shadowlands* expansion. So I asked John Wick to reregister me as a "Kolats Crane," and that's exactly the way my allegiance is recorded in the database. I still have an Imperial Crane starter deck that I keep in the shrink-wrap; I think it drives some of my friends a little crazy that I don't open it.

WB: A lot of Crane players are a little unhappy about the Kolat part. What attracted you to adopt Doji Shizue as your online personality?

RS: I wrote a short story called *Way of the Willow*—the first thing I created for L5R. I needed a central character that wasn't in the storyline or in the TCG. I'm always kind of shy about writing for someone

else's characters, so I needed someone John Wick had neither created nor written a story for. I didn't want to intrude on his "turf," as it were. So I made a Scheherazade figure, a person who could watch the stories of the greater characters and tell them without making it sound like I was creating canon for Matsu Tsuko. That character was Doji Shizue (see the name resemblance to Scheherazade?). She was the first character I created for the game—a small, simple storyteller. It seemed only appropriate that I use her name as my Rokugani pseudonym.

WB: How did you land your current job?

RS: I worked my way in by writing short fiction after I met [early L5R gurus] John Wick and John Zinser in North Carolina. At the time, I was a student interested in joining a creative writing program at the university. John encouraged me to send him a story, and the first one I sent was published in *Imperial Herald* issues #3, #4, and #5. After that I contributed another story to *Way of the Unicorn*, and then I wrote *Way of the Crane*. When John Wick left the [L5R] story position for one with *Legend of the Burning Sands*, I was invited to take over the story full-time.

WB: How do you decide when to change direction? I noticed that you recently told the Crab Clan



Soesbee models the Grand Prize from GenCon's "War in the Heavens" Story Tournament.



ADD LIFE TO
HALF-LIFE
WITH
THIS FREE
ADD-ON

*Do you enjoy multiplayer shooters but get a little weary of the same old victory conditions? Score more frags? Whoopee, you've now earned a few minutes of fame among all those involved in the game (if you're lucky). If you're finding the whole deathmatch scene a little tired, you need to check out **Team Fortress Classic** (TFC), Sierra's new "total conversion" that does for **Half-Life** what the original **Team Fortress** did for **Quake**. You've got nothing to lose—it's absolutely free. TFC injects tactical squad-level strategy into your multiplayer games and you will find it almost irritatingly addictive.*

Team Fortress Classic

by Peter Whitley

It's Not Your (De)Fault!

New to team gaming?

Take your **Half-Life** config and incorporate these functions:

TEAMSAY—To send a message to your team only.

CHANGE CLASS—Be a new type of unit next time you spawn in.

CHANGE TEAM—Teams may become unbalanced—this is the remedy.

GRENADE TYPE1

GRENADE TYPE2—They're grenades, for cryin' out loud. If you have to ask, put this article down now.

USE—In HL, almost every firearm has a secondary fire function.

Nearly all of TFC's guns use only the primary type of fire. You won't need a secondary fire button, but you will need a quick button for Use. I set mine up to be the Mouse2 button.

Peter Whitley can be found hiding in the darkest corners of the maps under the name

"LuckBear" (CC BY-SA)

He hails from the Clan of the Care Bears, online at

Download and Setup

It's really easy to set up **Team Fortress Classic**. First, download it from Sierra (www.sierrastudios.com/games/trclassic/) and follow the installation instructions. It weighs in at a hefty 21 MB but it's well worth it. After installation, you may find that the key configuration isn't right for you.

Key configurations are like pants. Almost everyone wears 'em, and yet nearly all of them are different. If you're new to action shooters, you may want to make only a few tweaks to the default configuration. However, if you're like me (two pinkies on my left hand and a tentacle where my right should be), you may want to rip out all the keys and reassign them so that it fits your particular style. If you choose the latter, I suggest you sketch out your configuration on a piece of paper and post it near your machine. Not only will this help you set up everything logically, but you'll appreciate the handy reference during the game until you have all those special keys memorized.

The TFC download is so big because it comes with lots of different maps, each with its own victory conditions. TFC fully supports user-created maps, too, and if you join a game that uses a map you don't currently have, most servers will automatically (but slowly) send it to you. If you want the map more quickly, you can easily download the flavor of the month from the Internet. I suggest starting at pcgame.com (www.pcgame.com/randy/tfc/maps/maps_date.htm) for your map needs. You'll find simple directions on how to install your new maps, as well as helpful files to maximize your performance.

Getting Your Foot in the Door

Finding TFC games on the Internet is not so easy. Hands down, the best solution is GameSpy (www.gamespy.com). This wonderful piece of shareware enables you to find TFC games online, as well as your other favorite strategy games. This might be the most useful piece of shareware there is for action fans, so if you have any interest in multiplayer games, do yourself a favor and check it out.



The Squad Mod

The units are what makes TFC so much more than just a deathmatch shooter. The potential for coordinated assaults and seamless defenses are vast. Even if you want to play TFC deathmatch-style (running around shooting anyone on the enemy team to chalk up frags), you'll never tire of developing tactics and exploring the various abilities of these nine unit types.

Demoman

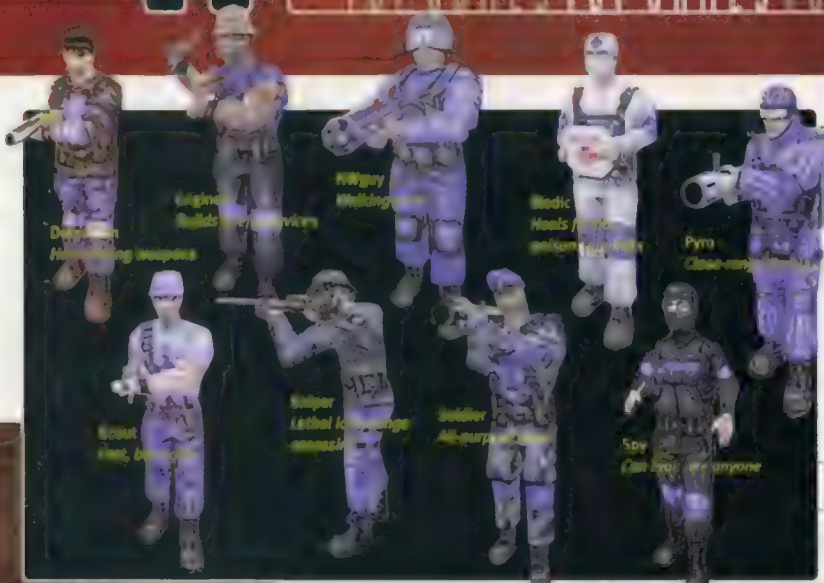
Primary weapons: Grenade launcher, triggered grenade launcher
Primary ability: Detpack
Grenades: Standard, MIRV
Speed: Medium
Hit points/Armor maximum: 90/120

This hockey player from hell is one of the most lethal units in the game. If aimed well, his grenades can take out anyone in the game. The bouncing shots, though, are difficult to control. The triggered grenades are great for an impromptu defense, while the detpack is useful for blowing up certain structural elements or simply taking out a slew of enemies. His MIRVs can clear a room by detonating and scattering several more powerful grenades around the area.

Engineer

Primary weapons: Railgun, shotgun
Primary ability: Sentry (secondary fire button)
Grenades: Normal, EMP
Speed: Medium
Hit points/Armor maximum: 90/50

This useful guy can rack up a huge frag count without ever firing a shot. If you have him build and maintain a sentry in a good position, he can sit back and clean up the fallen ammo from enemy units who get too close. An engineer may only have one sentry built at a time, but if there are several engineers on a team, they can easily set up a complete defense, enabling the rest of the team to play offensively.



Heavy Weapons

Primary weapons: Assault cannon, super shotgun
Primary ability: None
Grenades: Standard, MIRV
Speed: Very slow
Hit points/Armor maximum: 150/300
 This is the walking tank of the team. He can take an enormous amount of damage and if he keeps on you with his cannon, you won't last long. If you see him in your base, removing him should be your first priority. Like the demoman, he also has deadly MIRVs.

Medic

Primary weapons: Medpack, super nailgun, super shotgun
Primary ability: None
Grenades: Standard, concussion
Speed: Fast
Hit points/Armor maximum: 90/100
 Defensively, the medic (as you might guess) can perform quick (and unlimited) healing to units far away from healing packs. On the offensive side, he can inject a highly contagious poison into the enemy by "healing" them. Conversely, should an enemy medic infect your team, your medic can cure your team of the disease. The medic's chemical grenades

also spew out a poisonous cloud that causes the contagious infection. Together, the Heavy Weapons guy and a medic make a powerful assault team.

Pyro

Primary weapons: Flamethrower, incendiary rockets
Primary ability: None
Grenades: Standard, napalm
Speed: Medium
Hit points/Armor maximum: 100/150
 The pyro has an interesting arsenal at his disposal. He can ignite small areas, creating a costly (and hot) passage for the enemy team. His flamethrower is perfect for small areas. Once ignited, an enemy's health will tick down and flames will obscure his vision. Napalm rockets are great for setting on fire an area that you don't want the enemy to navigate easily.

Scout

Primary weapons: Nail gun, shotgun
Primary ability: None
Grenades: Catapults, concussion
Speed: Very fast
Hit points/Armor maximum: 125/50
 Scouts are the fastest class in TFC, but also the weakest. Their speed allows them to infiltrate enemy territory before the enemy can react. Catapults will seriously slow down anyone walking across them, making the scout that much faster. His concussion grenade explodes in a pulse that causes no damage, but messes with the enemy's equilibrium. Running the scout into your teammates will sometimes uncover an enemy spy.

Soldier

Primary weapons: Rocket launcher, super shotgun
Primary ability: None
Grenades: Standard, nail shooter
Speed: Slow
Hit points/Armor maximum: 100/200
 The soldier is the all-purpose unit of the game. He is essentially the same unit you play in death-match, but with fewer weapons at his disposal. His nail grenade, although somewhat ineffectual, can be annoying to most enemies and works well against enemy

sentries. His true merit is his lethal versatility. With practice, he can easily rocket-jump into hard-to-reach areas.

Spy

Primary weapons: Tranquilizer gun, knife
Primary ability: Changing color and class, feigning death
Grenades: Normal, hallucination
Speed: Fast
Hit points/Armor maximum: 90/100
 The spy is fun to play but extremely irritating to play against. He can change his appearance within a few seconds and be completely disguised as a nonspy member of the opposite team. His infiltrating ability is useful for checking out enemy fortifications. With his knife in hand and an enemy's back before him, he can take out any unit with one hit. Be warned that if he attacks, his disguise is turned off.

Spies, like scouts, can uncover enemy spies in disguise by running into them. The best method for getting into the enemy base is to put on your disguise before you leave, get near (or inside) the base and feign death in a dark corner. While you're feigning, you can change color. When you quit feigning, you can go about your business just as if you were on the opposite team. Don't act suspiciously or you'll be spotted.

Sniper

Primary weapons: Sniper rifle, nailgun
Primary ability: Zoom
Grenades: None
Speed: Normal
Hit points/Armor maximum: 80/50
 The ability to take out his enemies from great distances makes the sniper a formidable opponent on many maps. However, lack of close-combat strength makes them easy pickings if encountered face to face. If there are enemy snipers in the area, beware of the tell-tale spotting laser. If you find yourself looking into a red dot, you're probably looking at a fresh set of armor and health (courtesy of your friendly neighborhood sniper).

Roger, Roger!

Communicating is crucial for a powerful team. If you want to create or to join a clan, you might as well get used to communicating often. There are two basic modes: "say" and "say_team." If you expect a coordinated attack or need help (or can offer help), talking with your teammates is the way to go.

If you are in an official clan, or want to be, you may find it helpful to bind special keys to phrases that you often say when you're in position. For example, suppose you regularly play a pyro whose job is to hold the center of a map. If some units get past you, you'll want to inform the next line of defense with a quick "Incoming." Go into console mode with the tilde key (~) and type **bind x "say_team Incoming!"** Then, whenever you press x, you will tell your team, "Incoming!"

You've now got the tools to join a **Team Fortress Classic** game and not look like a total rookie. Whether you're a tinker, soldier, sniper, or spy, team play is a blast with TFC.

THE STRAIGHT DOPE ON 5 HOT ELECTRONIC GAMES

Aliens Vs Predator

This is one of those few games that can give chills to even the most jaded hardcore gamer. In an era where forgettable first-person shooters are everywhere, AvP manages to do something unique: give you something to play besides a bloodthirsty and psychopathic marine. Now your choices include a bloodthirsty alien or a psychopathic predator—and new stuff is good stuff.

Unfortunately, as an actual AvP colonial marine, the game is fun, but uninspired. You have great weapons and armor, and all you have to do is survive

The worst problem in **Quake II** was when you respawned: you were weak and vulnerable, and your starting weapon was useless. In **Quake III**, you respawn with a short-term burst of health, and get a weapon that can do some damage. Of course, some people liked killing weak and nearly defenseless marines, but I can't imagine who would do such a thing.



Quake III Arena



Quick Bits

by Rick Moscatello

the onslaughts of mind-numbingly fast aliens and sneaky predators. Not bad, and a nice enough way to spend an afternoon.

When you play as an alien, things get cool. Just moving down the corridors with blazing speed is enough to make any player giddy. Once you learn how

to climb walls, you'll never spend a second on the ground. With infravision, you'll soon get in the habit destroying every light you see. Finally, you'll learn the absolute joy of sneaking up on a marine from behind and killing and eating him to regain health. This alone makes the game worth the price of admission, but there's more.

As a predator, you get an awesome cloaking ability, and a slew of new weapons.

Slaughtering prey is fun, but the experience isn't complete until you've stood over a victim's corpse, and ripped out its skull for a trophy.

You might not be playing AvP a year from now, but this is still a game that any gamer will love (especially after you download an important patch from www.foxinteractive.com that lets you save games in the middle of levels).

Quake III Arena

Can **Quake II** ever be toppled as the ultimate online shooter? Maybe. If anything's going to do it, it'll be **Quake III Arena**. Id software must have finally admitted that storyline isn't exactly their forte, and instead focused the entire game on providing a strong multiplayer experience.

Other than changing how you begin the game, **Quake III** doesn't boast much that is new. You have "jump pads" that can give you a boost when you move onto them, and your marine is capable of making more logical maneuvers based on what you're doing; for example, if you look up, the marine's head will look up (instead of his whole body tilting). The weapons have also been tweaked—most noticeably, the railgun is toned down a bit (but there's a nice zoom feature to make those long distance frags easier).

Still, it's essentially the same game as **Quake II**—mindless carnage, perhaps made just a bit easier for new players getting into the game. Overall, the game isn't nearly as groundbreaking as **Quake II**, **Doom**, or even **Wolfenstein 3-D**, and that's a bit of a surprise. If id can't top themselves, maybe nobody can!

Whatever the case, Q3A will replace **Quake II** as the new standard—which is as close to a sure thing as one can get in the PC game business. So you may as well get it as soon as you can.

Total Annihilation: Kingdoms

The original **Total Annihilation** was the gamer's wargame; the only thing it lacked was colorful blood



Aliens vs. Predator



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now... "There's bugs everywhere
man! Game over man! Game over!"

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Total Annihilation

and gore. This was probably a major reason the game lost the RTS popularity contest with **StarCraft**, the "fun" wargame. Cavedog, refusing to be outdone, has made another noble effort with **Total Annihilation: Kingdoms**.

With four distinct races, each loaded with colorful armies, a unique specialty, and different game play, there's no doubting that TAK is a strong game.

It does have a few weaknesses, unfortunately. The solitaire missions are horrible and pretty dull (maybe they should take a cue from *id* and just stop trying that sort of thing). Gates can only be built east-west, and not north-south—a bizarre error from a company that paid so much attention to detail in the original TA. The computer AI is a bit weak, which is typical for games, but TAK lacks the skill level settings of TA, so that a player has little choice but to fight several computer opponents to be challenged.

But all of that only matters in single-player games, and multiplayer gaming is where it's at. For team games in particular, TAK is incredible, as the various races can do wonderful things to cooperate with each other and reduce each other's weaknesses. The forces of Aramon are excellent at buildings, defensive structures, and hand-to-hand combat, but have no flying and very little magical skill. Team them up with Zhon (which has no buildings, but solid flyers and some spells) or unite them with Taros to get great magical power.

If you play real-time strategy games, TAK is worth your while, especially since it might be some time until another fantasy RTS hits the market.

Giants: Citizen Kabuto

Ever since **Command and Conquer**, most RTS games have been superficially pretty much the same. You gather static resources, build mass quantities of units, and overwhelm your foe. **StarCraft** added the concept of "three unique sides," **Total Annihilation** employed three-dimensional terrain, and **Myth I and II** brought strategy to a new level. But all these games are cast from the same graphic mold.

Interplay hopes **Giants: Citizen Kabuto** can super-size the action of RTS gaming. **Giants** boasts a new level of resource gathering, as you need to hunt down things like "Smarties" to boost your forces rather than just collect fuel. There are three

unique sides (thanks to **StarCraft**, every RTS must have multiple sides; it's in the bylaws)—the gigantically monstrous Kabuto, the techie marines of the Meccaryns, and the sorcerous Sea Reapers.

You'll gape at jaw-dropping 3D graphics that are explosive in color (as opposed to the three-dimensional gray of TA). And Interplay's provided an AI that is absolutely frustrating in its cleverness (the marines can use a solitary tree as cover, and it's hilarious to watch as they run from a grenade in flight!), so

the strategy might well depend more on placing units than on clicking frenetically.

Giants also sports a psychedelic backstory to justify these three strange races being on one planet, and their mutual hostility. But the real fun is just watching the monsters in motion. Kabuto reaching out and grabbing a Marine is plenty cool, but eating the marine's head is just over the top!

Interplay says they'll have this game out by "fall," which in marketing-speak means "Christmas, maybe." It will be worth the wait.



Giants: Citizen Kabuto

Pool of Radiance II

For the longest time, SSI was the big daddy of AD&D computer gaming. Interplay snatched that title (is "big daddy" a title?) with the slick **Baldur's Gate**, but SSI hopes to recapture past glory by rejuvenating an old title: **Pool of Radiance**.

Pool of Radiance II sics players on a newly discovered pool in Myth Drannor. Elminster, as usual, sends our heroes on their way. The story might be familiar, but SSI has a few tricks to put this game over the top:

First, characters here can hit 13th level, with over 100 spells to cast, a hefty increase over BG's limitations. You can create four of the six characters (wonder how long until somebody has the incredibly unique idea of a party larger than six?) As usual, the remaining slots are filled by NPCs.

SSI has some slick graphics planned for the game, and the environment is more than just window dressing—doors, crates, and tables are all subject to the whims of the players, and there will be puzzles where moving furniture can be helpful. Combat will be a bit faster than in **Baldur's Gate**, and there'll be multiplayer dungeons to clear out. Modem play will even support voice, so you can hear the screams for help from other players crawling in the dungeon.

Can **Pool of Radiance II** measure up to the glory of the old SSI "gold box" games? Just wait until "fall" (there's that word again) to find out!



Pool of Radiance II



PARTY ON. Got the gang back together, then stuff 'em into a gold box with PoR II.

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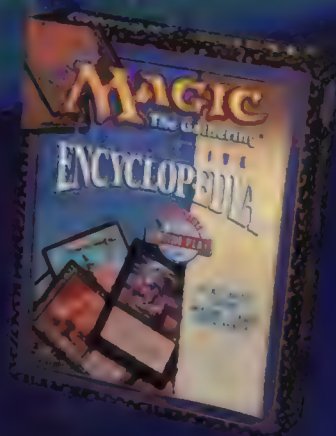
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DUELIST PRICE INDEX

TRADING MERCADIAN MASQUES

by Alex Shvartsman

The prices presented here are the result of a nationwide survey of retailers. All prices, high, median, and low, are real. The median is similar to an average price (also called the mean in high-school mathematical terms). The difference is that the median is an actual value that is located in the middle of an ordered list of all values, while the mean is the total of all values, divided by the number of values. The variations between high, median and low reflect the differences in regional supply and demand. The index shows the change in the median from last month's DPI. Amounts in the index column are black when a card's value increases, and red when it decreases.

The high and low are best used to determine the price range for a given card. When purchasing cards, it's very likely that the price will fall somewhere between the listed high and low, and is likely to be closer to the median than to high or low.

When trading cards, it's best to compare their median prices. The high and low often fluctuate depending on demographics. For the most stable comparison, the median is the way to go. The tradability rating (TR) can also be used to help determine the demand for a card.

Fresh out of the pack, cards are almost always in mint condition. Cards that are not straight out of a booster may still be in mint condition but typically are not, unless they've been protected somehow since opening.

Upon first inspection, mint and near mint condition cards should seem identical. Near mint condition cards are different only by the virtue of one or two barely detectable marks. All DPI prices are for mint/near mint condition cards. The distinction is so minor that one or two indiscernible marks do not devalue the card.

Bearing one or two small but noticeable marks, which can include small scratches, whittened corners, and minor scuff marks. Very fine condition cards are worth about 70-80 percent of a mint/near mint version of the same card.

Cards that have many minor defects—whittened corners, scratches, and scuff marks—but no major marks, such as creases, folds, or extensive scuff marks. Fine condition cards are worth about 60-80 percent of a mint/near mint version of the same card.

Similar to a card in fine condition, but with more pronounced defects, or one or two major marks. Good condition cards are worth about 30-70 percent of a mint/near mint version of the same card.

Heavily played, creased, or folded cards are considered to be in poor condition. Generally, poor condition cards that are not in limited supply have little or no value. Poor condition cards that are difficult to find in mint/near mint condition are worth about 10-50 percent of a mint/near mint version of the same card.

The prices listed are based on the experience of the authors and a select group of nationwide consultants. They are presented as a guide for information purposes only. No one is obligated in any way to buy, sell, or trade according to the prices.

Condition, rarity, demand, and the reader's desire to own determine the actual price paid. No offer to buy or sell at the prices listed is intended or made. Buying and selling is conducted at the reader's risk. Neither the authors nor the publisher assume any liability for any losses suffered for use of, or any typographic errors contained in, this guide. All value estimates are presented in U.S. dollars.

A new 350-card set is finally here, presenting collectors with the delightful challenge of completing their sets and hoarding all the cool new rare and foil cards.

The first few weeks after a new set becomes available are a great time for an experienced collector. You can make a killing, but only if you know the common trading trends of a new set and can determine which cards will end up at the top of the charts a few weeks later. In this article, I'll attempt to help you figure out both those things.

OBSERVE THE TRENDY

At the *Tempest* prerelease tournament, it was pretty easy to trade for Cursed Scrolls at \$2-5 and Tradewind Riders at \$4-6. Meanwhile, it was almost impossible to get a Rath Dragon or Meditate. Observing the trading patterns at a prerelease tournament won't tell you what the best cards in the set are, but it will identify the "hype" cards. Every set has them—Celestial Dawn; Relentless Assault; Serra Avatar; Multani, Maro-Sorcerer—these cards are not necessarily bad, but they are worth a lot more during the first few weeks than they will be later.

DON'T BELIEVE THE HYPE

Don't lose your shirt trading for the hype cards—instead, consider whether they'll remain popular for a long time. If you're not sure, trade for such cards only at a reasonable value and try to trade them off quickly, while there's still a demand. All foil cards belong on the hype list. Based on *Legacy* and *Destiny* experience, foil cards are heavily traded in the beginning, but drop in value once collectors complete their sets.

In most cases, a mediocre rare is still easy to trade away early on—some players may get excited by it and want to try a deck as soon as possible, while collectors may need even the least desirable rare for their sets. Don't be afraid to trade off your new cards for proven older cards that you know will retain their value. Avoid trading for Rath Cycle rares, though, and try to trade away as many of yours as possible—when the *Mercadian Masques* set becomes legal for Standard tournament play, the *Tempest*, *Stronghold*, and *Exodus* expansions will be out. Even the best rares from those sets will drop in value.

A discerning player might be able to see through the hype and get an early start on hoarding the really good cards. With the *Urza's Destiny* set, for example, it took people more than a month to realize that Masticore and Powder Keg were tournament-viable cards. I caught on early enough to pick up about 25 copies of each at \$2-3 trade value. At *Origins*, the U.S. Nationals tournament proved these cards' value to the rest of the world. I promptly traded them away at a considerably higher margin. This strategy does have its risks—I still have 20 copies of Second Chance (*Urza's Legacy*) and will probably never recover my investment in them.

DON'T JUST SIT THERE, DO SOMETHING!

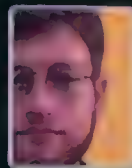
Do your research early. Determine which cards you want to stock up on. Then use the rest of your new rares to trade for those cards. You can easily pin down the hype cards—those are the rares everyone wants during the first couple of weeks. As for the good, playable cards, identifying them is a lot more difficult. If you don't want to rely on your own instincts, take advantage of some of the resources available to you. Check out Magic R&D's *Mercadian Masques* strategy section (p. 26), or dig through strategy websites like <www.wizards.com/duelist>, <www.newwave.org>, and <www.thedojo.com> and see what they've picked as their choice cards. And the most important test—once *Mercadian Masques* becomes tournament legal, watch for *Mercadian Masques* rares to appear in tournament-winning decks—those cards will surely be in demand.

PREDICTION TIME

There are a few cards from *Mercadian Masques* you'll want to watch closely. Tectonic Break is likely the best rare in the set, and will be sought after for "Mono-Brown" artifact-mana decks. You can bet that Bribery and Blood Oath will also be appealing to many players. Rushwood Elemental is likely to be desired by fans of Force of Nature-type cards and tournament players alike. Delraich and Two-Headed Dragon are apt to be hot trading items, but I question their long-term tradability.

MORE SAGE ADVICE

Finally, one last trick in getting the most out of your *Masques* trading—hold off putting together a complete set until a month or two after *Masques* becomes available. If you try to put one together too soon, you'll be forced to trade for mediocre rares at a premium. By waiting to complete your set, you're free to trade away whatever rares you have or to use them in decks in the meantime.



Alex Shvartsman (ashv@concentric.net) is an avid trader and consultant. Feel free to send him your Powder Kegs or just drop him a line.

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- **Outer Limit Comics**
100 N. Houston Lake Blvd.
Centerville, GA 31028
Phone: (912) 953-7867
Contact: David Davenport
dod127@aol.com
- **Underground Games**
8316 Pineville-Matthews Road Suite 903
Charlotte, NC 28226
Phone: (704) 543-7400
Contact: Jason Vogt
undergroundgames@perigon.net

SOUTH

- **Bibliotech Books and Comics**
123 E. Main
Blaines, TN 37009
Phone: (405) 275-9494
Contact: Ramiyah Gilvie
bibliotech@cs.com
- **Brower Games**
6600 Phoenicia
Houston, TX 77052
Phone: (713) 680-1870
Contact: Debra Fortine
brower@browergames.com
- **Evolution Comics**
812 Adams
Aspen, CO 80513
Phone: (303) 434-9350
Contact: John Thomas
evcom@cs.com
- **Grand Slam Sports & Comics**
9435 Williams Rd.
Fort Worth, TX 76116
Phone: (817) 244-7311
Contact: Chuck Royal
magic_giants@cs.com
- **Ivory & Steel**
1503 Cimarron Plaza
Stillwater, OK 74075
Phone: (405) 372-3905
Contact: Jason Lewis
ivorysteel@aol.com
- **Pegasus Left**
2731 Southwest Parkway Suite #6
Wichita Falls, TX 76308
Phone: (840) 692-7571
Contact: Shelton Fagale
pegleft@att.net

WEST

- **All Star Baseball**
812 S. Robertson Blvd.
Los Angeles, CA 90035
Phone: (310) 652-2904
Contact: Richard Lo Scalzo
allstarbaseball@earthlink.net
- **Amazing Comics & Cards**
5555 S. Street Suite 103
Long Beach, CA 90805
Phone: (562) 493-4427
Contact: Dan Farris
amazingcomics@worldnet.att.net
- **Arizona Collector's Paradise**
1649 North 74th Street
Scottsdale, AZ 85257
Phone: (602) 970-6144
Contact: George Velaz
azpar@aol.com
- **BCS Books & Comics**
101 Inwood Dr.
Bryan, TX 77802
Phone: (409) 846-7412
Contact: Guy Jones
jones@bcsbooks.com
- **Court Jesters**
1117 E. Main Street #102
Alhambra, CA 91801
Phone: (626) 284-2607
Contact: Frank Durr
frank@courtjesters.com
- **North Coast Role Playing**
609 E. St.
Eureka, CA 95501
Phone: (707) 444-2288
Contact: Barry Osier
osier11@northcoast.com
- **Thunder & Lightning Cards**
1716 Colorado Boulevard
Los Angeles, CA 90041
Phone: (323) 341-5600
Contact: Art Sophomorian
tlgaming@aol.com

Meet the Contributors

On this page you'll find the names of all the retailers who've contributed their price lists. Without their help, we wouldn't have any prices. Part of their reward can be seen throughout the DPI, in the form of "Shop Talk." Every month Shop Talk will feature eight contributors, one from each region, voicing their opinions about a variety of topics. If you see a

store in your area that you didn't know about, give them a call. They could be closer than you think.

Our "financial consultants" are some of the most skilled traders in the United States. Bill Macey, Dan Bock, Randall Newell, and Alex Shvartsman will be keeping us up to date on what Magic cards are being traded and which ones are just collecting dust.

ANY QUESTIONS?

If you have any questions or comments, please send them to superskrull@wizards.com

or:

DPI Questions
P.O. Box 707
Renton, WA 98052-0707

Item		High	Med	Low	TR	%	Item		High	Med	Low	TR	%	Item		High	Med	Low	TR	%
UNLIMITED																				
Booster Pack		\$5.00	\$3.00	\$2.99	3	0.49	Gyrades	H	18.00	12.00	1.50	3	1.50	Rattata	C	1.50	0.50	0.15	0	0.20
Starter Deck		14.99	9.99	7.35	0		Haunter	U	3.00	1.00	0.75	1	0.50	Revive	U	15.00	1.75	0.50	1	0.75
Blackout PCD		19.95	9.99	9.95	3	5.01	Hirumachan	H	15.00	10.00	1.50	4	3.25	Sandshrew	C	1.00	0.25	0.10	0	0.05
Brushline PCD		19.95	9.99	9.95	3	5.01	Imposter Professor Oak R	R	6.00	4.00	2.00	3	0.25	Scoop Up	R	6.00	4.00	2.00	3	0.25
Overgrowth PCD		19.95	9.99	9.95	3	5.01	Item Finder	R	6.00	3.50	2.00	3	0.25	Seel	U	2.00	1.00	0.75	1	0.50
Zap! PCD		21.99	9.99	9.99	4	6.00	Ivysaur	U	3.00	1.50	0.50	1		Squirtle	C	1.00	0.25	0.10	0	0.05
							Jynx	U	2.00	1.00	0.50	1	0.38	Starmie	C	1.00	0.25	0.10	0	0.25
							Kadabra	U	3.00	1.38	0.50	2	0.18	Staryu	C	1.00	0.25	0.10	0	0.05
							Kalouda	U	2.00	1.00	0.50	1	0.25	Super Energy Removal	R	7.00	4.00	2.00	5	0.75
							Koffing	C	1.00	0.25	0.10	0	0.25	Super Potion	U	2.00	1.00	0.50	2	
							Leas	R	6.00	4.00	2.00	1	0.50	Switch	C	1.00	0.25	0.10	0	0.25
							Lightning Energy	C	1.00	0.25	0.10	1	0.25	Tangela	C	1.00	0.25	0.10	0	0.05
							Machop	H	15.00	10.00	5.00	2	1.00	Venusaur	H	20.00	15.00	6.00	4	
							Machoke	U	2.00	1.00	0.50	1	0.38	Voltorb	C	1.00	0.25	0.10	0	0.05
							Machop	C	1.00	0.25	0.10	0	0.05	Vulpu	C	1.00	0.25	0.10	0	0.05
							Magikarp	U	3.00	1.00	0.50	1	0.25	Wartortle	U	3.00	1.50	0.50	1	
							Magnar	U	2.00	1.00	0.50	1	0.38	Water Energy	C	1.00	0.35	0.10	2	0.15
							Magnemite	C	1.00	0.25	0.10	3	0.05	Weedle	C	1.00	0.25	0.10	0	0.05
							Magneton	H	15.00	10.75	6.00	0	1.25	Zapdos	R	25.00	13.00	2.50	4	
							Maintenance	U	3.00	1.00	0.50	1	0.38							
							Metapod	C	1.00	0.25	0.10	0	0.05							
							Moltres	H	15.00	12.00	6.00	3	0.75							
							Nidoking	H	20.00	14.00	6.00	3								
							Nidoran (male)	C	1.00	0.25	0.10	0	0.05							
							Nidorna	U	2.00	1.00	0.50	1	0.25							
							Ninetales	H	18.00	12.00	5.00	3	2.50							
							Onix	C	1.00	0.25	0.10	0	0.25							
							Pidgeotto	R	8.00	5.00	2.50	2	0.75							
							Pidgey	C	1.00	0.25	0.10	0	0.25							
							Pikachu	C	2.00	0.50	0.10	2								
							PlusPower	U	2.00	1.00	0.50	1								
							PokéDex	U	2.00	1.00	0.50	2								
							Pokémon Breeder	R	6.00	4.00	2.50	3								
							Pokémon Center	U	3.00	1.00	0.50	1								
							Pokémon Flute	U	3.00	1.00	0.50	1								
							Pokémon Trader	R	7.00	4.00	2.50	4								
							Poliwhg	C	1.00	0.25	0.10	0	0.25							
							Poliwhirl	U	3.00	1.00	0.50	1	0.38							
							Poliwrath	H	15.00	14.00	6.00	3								
							Ponyta	C	1.00	0.25	0.10	0	0.25							
							Porygon	U	3.00	1.13	0.50	1	0.38							
							Potion	C	2.00	0.25	0.10	1	0.25							
							Professor Oak	U	3.00	1.50	0.50	4								
							Psychic Energy	C	1.00	0.25	0.10	1	0.25							
							Raichu	H	20.00	13.75	0.50	4	1.25							
							Raticate	U	2.00	1.00	0.25	1								

MAGIC

Item		High	Med	Low	TR	*/	Item		High	Med	Low	TR	*/	Item		High	Med	Low	TR	*/	Item		High	Med	Low	TR	*/
ALPHA																											
Complete Set		\$4,500	\$3,275	\$1,800	5		Crusade	R	20.00	15.00	6.00	3		Iron Star	U	4.00	2.00	2.00	2		Plateau	R	45.00	35.10	12.00	4	1.41
Booster Display		3,500	2,800	1,800	5		Crystal Rod	U	4.00	2.00	2.00	2		Island Sanctuary	R	15.00	8.00	2.00	2	0.50	Power Surge	R	10.00	8.00	2.00	2	0.50
Booster Pack		185.00	110.00	60.00	5		Cursed Land	U	3.00	2.00	2.00	2		Ivory Cup	U	4.00	2.00	2.00	2		Psionic Blast	U	35.00	25.00	8.00	3	
Starter Display		2,500	2,000	1,300	5		Cyclopean Tomb	R	80.00	64.38	25.00	4	0.63	Jade Monolith	R	12.00	7.50	3.00	2	0.50	Purelace	R	10.00	6.00	1.00	2	
Starter Deck		250.00	200.00	100.00	5		Dark Ritual	C	3.00	2.05	0.50	1	0.05	Jade Statue	U	20.00	15.00	2.00	2		Raging River	R	50.00	40.00	20.00	3	1.25
Typical Common		2.00	1.00	0.50	1		Darkspact	R	10.00	8.00	3.00	2		Jayemidae Tome	R	25.00	14.50	5.00	3	0.50	Red Ward	U	3.00	2.00	1.00	2	
							Deathgrip	U	3.00	2.00	2.00	2		Juggernaut	U	10.00	8.00	1.50	3		Regrowth	U	15.00	6.00	1.50	3	0.90
							Deathlace	R	10.00	6.00	2.00	2	0.50	Karma	U	4.00	2.00	2.00	2		Resurrection	U	4.00	2.00	2.00	2	
							Demonic Attorney	R	10.00	6.50	3.00	2	0.50	Keldon Warlord	U	4.00	2.00	2.00	2		Reverse Damage	R	14.00	10.00	3.00	2	
							Demonic Hordes	R	25.00	20.00	10.00	3		Kormus Bell	R	10.00	7.50	4.00	2	0.50	Righteousness	R	10.00	8.00	5.00	2	0.90
							Demonic Tutor	U	20.00	12.00	3.00	2		Kudzu	R	10.00	8.00	2.00	2	1.00	Roc of Kher Ridges	R	18.00	10.00	5.00	3	
							Dungus Egg	R	10.00	8.00	4.00	2	0.50	Lance	U	3.00	2.00	2.00	2		Rock Hydra	R	25.00	15.15	5.00	3	0.15
							Dysenchant	C	5.00	3.00	0.50	1		Ley Druid	U	4.00	2.00	2.00	2		Rod of Ruin	U	4.00	2.00	2.00	2	
							Disintegrate	C	3.00	1.50	0.50	1	0.25	Library of Leng	U	5.00	2.00	2.00	2		Royal Assassin	R	30.00	25.00	10.00	3	
							Disrupting Scepter	R	20.00	12.00	5.00	3		Lich	R	65.00	50.00	15.00	3		Sacrifice	U	4.00	2.00	2.00	2	
							Dragon Whelp	U	5.00	3.00	2.00	2		Lifeforce	U	4.00	2.00	2.00	2		Savannah	R	45.00	30.00	12.00	4	5.00
							Drain Power	R	10.00	7.50	3.00	2	0.50	Lifelace	R	10.00	6.00	2.00	2		Savannah Lions	R	25.00	15.00	3.00	3	
							Dwarven Demo Team	U	10.00	8.00	2.00	2		Lifetap	U	3.00	2.00	2.00	2		Scavenging Ghoul	U	4.00	2.00	1.50	2	
							Earth Elemental	U	3.00	2.00	2.00	2		Lightning Bolt	C	8.00	5.00	2.00	3		Scrubland	R	45.00	36.00	12.00	4	0.61
							Earthquake	R	20.00	12.00	3.00	3		Living Artifact	U	10.00	7.00	2.00	2		Sedge Troll	R	25.00	15.00	6.00	3	
							Elvish Archers	R	20.00	10.00	5.00	3		Living Lands	R	10.00	7.00	2.00	2	0.50	Sengir Vampire	U	15.00	10.00	3.00	3	
							Evil Presence	U	5.00	2.00	2.00	2		Living Wall	U	5.00	2.00	1.50	2		Serra Angel	U	25.00	15.00	6.00	3	
							False Orders	C	6.00	3.33	0.50	1	0.34	Lord of Atlantis	R	15.00	12.00	5.00	2	1.00	Shivan Dragon	R	50.00	40.00	14.00	4	
							Farmstead	R	10.00	8.00	3.00	3		Lord of the Pit	R	25.00	15.00	4.00	3	0.50	Simulacrum	U	4.00	2.00	2.00	2	
							Fastbond	R	12.00	10.00	4.00	3		Lure	U	4.00	2.00	2.00	2		Sinohole	C	16.00	13.30	8.00	2	0.30
							Feedback	U	4.00	2.00	2.00	2		Magical Hack	R	12.00	10.00	5.00	2		Siren's Call	U	4.00	2.00	2.00	2	
							Fire Elemental	U	3.00	2.00	2.00	2		Mahamud Djinn	R	25.00	16.50	8.00	3	1.50	Sleight of Mind	R	10.00	9.00	3.00	2	
							Fireball	C	4.00	2.10	0.75	1	0.45	Mana Flare	R	15.00	12.00	5.00	2		Smoke	R	10.00	8.00	2.00	2	0.50
							Flashfires	U	3.00	2.00	2.00	2		Mana Short	R	12.00	10.00	3.00	3		Sol Ring	U	10.00	10.00	2.00	2	
							Force of Nature	R	40.00	20.00	5.00	3		Mana Vault	R	12.00	10.00	3.00	3		Soul Net	U	4.00	2.00	2.00	2	
							Fortified	R	125.00	100.00	60.00	3		Manabards	R	12.00	8.00	3.00	2	1.00	Stassis	R	12.00	8.50	2.00	3	0.90
							Fork	R	40.00	29.00	14.00	3	1.00	Meekstone	R	12.00	10.00	2.00	2		Steal Artifact	U	4.00	2.00	2.00	2	
							Forkusaur	R	10.20	10.00	5.00	2		Mind Twist	R	10.00	8.00	3.00	2		Stone Giant	U	3.00	2.00	1.50	2	
							Gaea's Leige	R	20.00	10.00	5.00	2	1.00	Moat Emerald	R	200.00	180.00	110.00	5		Sunglasses of Urza	R	10.20	7.50	2.00	2	0.90
							Gauntlett of Might	R	125.00	100.00	45.00	3		Moat Jet	R	220.00	180.00	110.00	5		Swords to Plowshares	U	14.00	6.50	1.50	3	3.91
							Glasses of Urza	U	4.00	2.00	1.50	2		Moat Pearl	R	220.00	180.00	100.00	5		Taiga	R	45.00	36.15	12.00	4	1.93
							Gloom	U	4.00	2.00	2.00	2		Moat Ruby	R	220.00	180.00	110.00	5		Thicket Basilisk	U	4.00	2.00	2.00	2	
							Goblin Balloon Brigade	U	3.00	2.00	2.00	2		Moat Sapphire	R	225.00	185.00	110.00	5		Thoughtflame	R	10.00	5.00	2.00	2	
							Goblin King	R	12.00	14.00	5.00	2		Natural Selection	R	45.00	30.00	10.00	3	1.00	Throne of Bone	U	7.00	2.00	2.00	2	
							Grantee Gargoyle	R	16.00	12.00	5.00	3	1.03	Nether Shadow	R	10.00	8.00	3.00	2		Timber Wolves	R	10.00	8.00	2.00	2	0.90
							Green Ward	U	3.00	2.00	1.50	2		Netting Imp	U	4.20	3.00	2.00	2		Time Walk	R	80.00	65.00	8.00	3	
							Heim of Chaztruk	R	10.00	7.00	3.00	2		Neverynral's Desk	R	40.00	20.00	4.00	4		Time Vault	R	245.00	200.00	75.00	5	
							Hive	R	11.05	8.50	2.00	2	0.90	Nightmare	R	30.00	20.00	10.00	3	2.50	Timetwister	R	175.00	135.00	65.00	5	
							Howling Mine	R	25.00	15.00	5.00	3		Northern Patdon	R	16.00	12.00	5.00	2	1.00	Tranquility	C	80.00	1.00	0.50	1	
							Humane	U	5.00	2.00	2.00	2		Obsidian Golem	U	4.00	2.00	2.00	2		Tropical Island	R	45.00	38.25	1.00	4	0.88
							Hypnotic Specter	U	20.00	10.00	3.50	2		Ordeal's Artillery	U	10.20	2.50	2.00	2	0.50	Tsunami	U	25.00	2.00	2.00	2	
							Ice Storm	U	30.00	20.00	2.00	2	1.00	Ordeal's Deflammor	U	10.00	3.00	2.00	2	0.50	Tundra	R	45.00	35.10	3.00	4	2.45
							Ice Manipulator	R	45.00	35.00	15.00	3		Personal Incantation	R	15.00	10.00	4.00	2		Tunnel	U	25.00	2.00	1.50	2	
							Illymanipulator	R	45.00	40.00	6.00	3		Phantasmal Forces	U	3.00	2.00	1.50	2		Twiddle	C	2.10	1.00	0.50	1	
							Instill Energy	U	5.00	2.00	2.00	2		Phantom Monster	U	3.00	2.00	1.50	2		2-Headed Giant of Farys	R	75.00	55.00	3.00	3	
							Invisibility	C	10.00	2.75	0.50	1	3.25	Pirate Ship	R	10.00	6.50	3.00	2	0.90	Underground Sea	R	45.00	40.00	15.00	4	

Item	High	Med	Low	TR	%	Item	High	Med	Low	TR	%	Item	High	Med	Low	TR	%						
Unshory Strength	C	25.00	1.00	0.50	1	Elvish Archers	R	15.00	10.00	8.00	4	Power Sink	C	2.00	1.00	0.75	2	Typical Common	0.50	0.25	0.10	1	
Uthdeen Troll	U	3.00	2.00	1.00	2	Evil Presence	U	3.00	2.25	2.00	2	Power Surge	R	10.00	8.00	2.00	3	Air Elemental	U	\$3.80	\$1.50	\$1.00	1
Verduran Enchantress	R	10.00	8.00	2.00	2	False Orders	C	6.00	4.00	0.75	2	Prodigal Sorcerer	C	3.00	2.00	1.00	2	Ancestral Recall	R	180.00	140.00	80.00	5
Vesuvan Doppelganger	R	40.00	30.00	8.00	3	Farmstead	R	10.00	8.00	3.00	3	Psionic Blast	U	35.00	27.00	8.00	4	Animate Artifact	U	3.00	1.00	0.35	1
Vesuvan Bodyguard	R	20.00	15.00	7.00	3	Fastbond	R	15.00	10.00	4.00	3	Pyrolic Venom	C	2.00	1.00	0.75	2	Animate Dead	U	3.00	1.00	0.50	1
Volcanic Eruption	R	12.00	10.00	3.00	2	Feedback	U	3.00	2.25	2.00	2	Porcette	R	8.00	5.00	2.00	3	Animate Wall	R	5.00	3.50	2.00	2
Volcanic Island	R	50.00	25.00	8.00	3	Fire Elemental	U	3.00	2.00	2.00	2	Raging River	R	50.00	38.00	20.00	3	Arkh of Mishra	R	7.00	4.00	2.00	2
Wall of Air	U	4.00	2.00	1.50	2	Fireball	C	5.00	4.00	1.00	3	Red Elemental Blast	C	2.00	1.00	0.75	2	Armageddon	R	12.00	8.00	4.00	4
Wall of Bone	U	3.00	2.00	2.00	2	Flashfires	U	3.00	2.00	2.00	2	Red Ward	U	3.00	2.25	2.00	2	Aspect of Wolf	R	6.00	4.00	2.00	2
Wall of Brambles	U	3.00	2.00	2.00	2	Fog	C	2.00	1.00	0.75	2	Regeneration	C	2.00	1.00	0.75	2	Bad Moon	R	10.00	8.00	4.00	3
Wall of Fire	U	3.00	2.00	2.00	2	Force of Nature	R	30.00	20.00	10.00	4	Regrowth	U	20.00	10.00	8.00	4	Badlands	R	20.00	15.00	10.00	4
Wall of Ice	U	3.00	2.00	1.50	2	Forcefield	R	130.00	102.00	60.00	3	Resurrection	U	7.00	3.00	2.00	2	Balance	R	10.00	6.00	2.00	3
Wall of Stone	U	3.00	2.00	1.50	2	Forest	C	1.50	1.00	0.25	2	Reverse Damage	R	14.00	10.00	5.00	3	Basalt Monolith	U	3.00	1.00	0.80	1
Wall of Swords	U	3.00	2.00	2.00	2	Fork	R	38.00	30.00	13.00	4	Righteousness	R	10.00	8.00	5.00	3	Bayou	R	20.00	15.00	10.00	4
Wall of Water	U	3.00	2.00	2.00	2	Fungusaur	R	10.00	10.00	5.00	3	Roe of Kher Ridges	R	15.00	10.00	6.00	3	Berserk	U	38.00	30.00	15.00	3
Wanderlust	U	3.00	2.00	1.00	2	Gaea's Liege	R	15.00	10.00	7.00	3	Rod of Ruin	U	3.00	2.25	2.00	2	Birds of Paradise	R	15.00	8.00	5.00	4
Warp Artifact	R	10.00	6.00	2.00	2	Gauntlet of Might	R	125.00	100.00	60.00	4	Royal Assassin	R	35.00	23.50	10.00	4	Black Knight	U	3.00	2.00	1.00	2
Water Elemental	U	4.00	2.00	2.00	2	Giant Gopher	C	3.00	2.00	1.00	2	Sacrifice	C	3.00	2.50	2.00	2	Black Lotus	R	325.00	275.00	200.00	5
Web	R	10.00	7.00	2.00	2	Giant Spider	C	1.10	1.00	0.75	2	Samite Healer	C	2.00	1.00	0.75	2	Black Vise	U	3.00	2.00	1.00	1
Wheel of Fortune	R	30.00	21.00	7.00	3	Glasses of Urza	U	2.50	2.00	2.00	2	Savannah	R	50.00	40.00	12.00	4	Black Ward	U	1.25	1.00	0.25	1
White Knight	U	12.00	5.00	2.00	3	Gloom	U	5.00	3.00	3.00	3	Savannah Lions	R	25.00	16.00	2.00	4	Blaze of Glory	R	48.00	28.50	15.00	3
White Ward	U	4.00	2.00	1.50	2	Goblin Balloon Brigade	U	3.00	2.75	2.00	2	Scathe Zombies	C	2.00	1.00	0.75	2	Blessing	R	6.00	5.00	2.00	2
Will O' The Wisp	R	20.00	14.50	4.00	3	Goblin King	R	15.00	12.00	7.00	3	Scavenging Ghoul	U	4.00	2.50	2.00	2	Blue Ward	U	1.25	1.00	0.25	1
Winter Orb	R	20.00	15.00	3.00	3	Granite Gargoyle	R	15.00	13.00	7.00	3	Scrubland	R	50.00	40.00	12.00	4	Bog Wraith	U	3.00	1.00	0.35	1
Wooden Sphere	U	4.00	2.00	2.00	2	Green Ward	U	3.00	2.25	2.00	2	Scry's Sprites	C	2.00	1.00	0.75	2	Brangeyser	U	15.00	9.00	3.00	3
Word of Command	R	75.00	55.00	25.00	3	Healing Salve	C	2.00	1.00	0.75	2	Sea Serpent	C	2.00	1.00	0.75	2	Burrowing	U	2.00	1.00	0.35	1
Wrath of God	R	48.00	37.50	6.00	4	Helm of Chaztuk	R	10.00	7.00	3.00	3	Sedge Troll	R	20.00	12.00	6.00	3	Camouflage	U	10.00	6.00	2.50	1
Zombie Master	R	10.00	10.00	5.00	2	Hive The	R	12.00	10.00	2.00	3	Sengir Vampire	U	15.00	10.00	6.00	4	Castle	U	3.00	1.00	0.50	1
						Holy Armor	C	2.00	1.00	0.75	2	Serra Angel	U	25.00	18.00	4.00	4	Celestial Prism	U	2.00	1.00	0.25	1
						Holy Strength	C	2.00	1.00	0.75	2	Shatter	C	2.00	1.00	1.00	2	Channel	U	3.00	1.00	0.50	1
						Howl from Beyond	C	2.00	1.00	0.89	2	Shivan Dragon	R	50.00	40.00	12.00	4	Chaos Orb	R	70.00	60.00	35.00	3
						Howling Mine	R	40.00	20.00	5.00	4	Sinulacrum	U	3.00	2.50	2.00	2	Chaosblade	R	5.00	3.00	0.50	2
						Hurlion Minotaur	C	1.50	1.00	0.75	2	Sinulacrum	U	3.00	2.50	2.00	2	Clockwork Beast	R	6.00	4.00	2.00	2
						Hurricane	U	5.00	3.00	2.50	2	Sinulacrum	U	3.00	2.50	2.00	2	Clone	U	8.00	5.00	1.00	2
						Hypnotic Specter	U	20.00	12.00	7.00	3	Siren's Call	U	4.00	2.50	2.00	2	Cockatrice	R	10.00	5.00	2.50	2
						Ice Storm	U	35.00	24.00	12.00	3	Sleight of Mind	R	12.00	7.00	3.00	3	Consecrate Land	U	15.00	8.00	3.00	1
						Icy Manipulator	U	50.00	40.00	20.00	5	Smoke	R	10.00	8.00	2.00	3	Conservator	U	2.00	1.00	0.25	1
						Illusionary Mask	R	50.00	38.00	15.00	3	Soul Net	U	2.50	2.00	2.00	2	Contract from Below	R	6.00	3.75	1.00	2
						Instill Energy	U	6.00	2.75	2.00	2	Spell Blast	C	2.00	1.00	0.75	2	Control Magic	U	3.00	2.00	1.00	1
						Invisibility	C	8.00	4.00	1.00	2	Stasis	R	15.00	9.00	2.00	4	Conversion	U	2.00	1.00	0.35	1
						Iron Star	U	2.50	2.00	2.00	2	Steal Artifact	U	3.00	2.25	2.00	2	Copper Tablet	U	10.00	8.00	1.00	1
						Ironclaw Orcs	C	2.00	1.00	0.75	2	Stone Giant	U	3.00	2.25	2.00	2	Copy Artifact	R	12.00	7.00	3.00	3
						Island	C	2.00	1.00	0.25	2	Stone Rain	C	2.00	1.00	0.75	2	Counterspell	U	3.00	2.00	0.25	2
						Island Sanctuary	R	12.00	7.50	2.00	3	Stream of Life	C	3.00	1.00	1.00	2	Crusade	R	9.00	7.00	3.00	3
						Ivory Cup	U	3.00	2.25	2.00	2	Sunglasses of Urza	R	10.00	8.00	2.00	3	Crystal Rod	U	2.00	1.00	0.25	1
						Jade Monolith	R	10.00	7.00	3.00	3	Swamp	C	2.00	1.00	0.25	2	Cursed Land	U	2.00	1.00	0.35	1
						Jade Statue	U	22.00	18.00	8.00	2	Swords to Plowshares	U	25.00	12.00	8.00	4	Cyclopean Tomb	R	55.00	40.00	20.00	3
						Jaydrake Tome	R	30.00	20.00	5.00	4	Taiga	R	50.00	40.00	12.00	4	Dark Ritual	C	1.00	0.50	0.20	1
						Juggernaut	U	12.00	8.00	4.00	4	Terror	C	3.00	1.00	0.75	2	Darkpact	R	8.00	3.50	1.00	2
						Jump	C	2.00	1.00	0.75	2	Thicket Basilisk	U	3.00	3.00	2.00	2	Deathgrip	U	2.00	1.00	0.50	1
						Karma	U	4.00	2.50	2.00	2	Thoughtleader	R	8.00	5.50	2.00	3	Deathlace	R	5.00	3.00	0.50	2
						Keldron Warlord	U	5.00	3.00	2.50	2	Throne of Bone	U	2.50	2.00	2.00	2	Demonic Attorney	R	6.00	3.00	1.00	2
						Kormus Bell	R	10.00	7.00	4.00	3	Timber Wolves	R	10.00	7.00	3.00	3	Demonic Hordes	R	15.00	11.00	6.00	2
						Kudzu	R	10.00	7.00	2.00	3	Time Vault	R	75.00	70.00	35.00	4	Demonic Tutor	U	10.00	5.00	1.00	2
						Lance	U	3.00	2.25	2.00	2	Time Walk	R	245.00	200.00	140.00	5	Dmgus Egg	R	8.00	4.00	2.00	2
						Ley Druid	U	3.00	2.50	2.00	2	Timecaster	R	185.00	150.00	75.00	5	Disenchant	C	1.00	0.30	0.20	1
						Library of Leng	U	5.00	3.00	2.50	2	Tranquility	C	2.00	1.00	0.75	2	Disrupting Scepter	R	8.00	4.00	2.00	2
						Lich	R	80.00	50.00	20.00	3	Tropical Island	R	50.00	40.00	12.00	4	Dragon Whelp	U	3.00	2.00	1.00	1
						Lifelapse	U	5.00	2.75	2.00	2	Tsunami	U	3.00	2.25	2.00	2	Draw Power	R	8.00	4.00	2.00	2
						Lifelapse	R	8.00	6.00	2.00	3	Tundra	R	50.00	40.00	12.00	4	Dwarven Demo Team	U	8.00	5.00	3.00	1
						Lifelapse	U	3.00	2.50	2.00	2	Tunnel	U	3.00	2.25	2.00	2	Earth Elemental	U	2.00	1.00	0.35	1
						Lightning Bolt	R	10.00	7.00	3.00	4	Twiddle	C	3.00	1.70	0.75	2	Earthbind	C	0.80	0.50	0.20	1
						Living Artifact	R	10.00	7.00	2.00	3	2-Headed Giant of Forays	R	60.00	45.00	25.00	3	Earthquake	R	8.00	5.00	2.00	3
						Living Lands	R	10.00	6.00	2.00	3	Underground Sea	R	50.00	40.00	12.00	4	Elvish Archers	R	7.00	5.00	3.00	2
						Living Wall	U	5.00	3.00	2.00	2	Unholy Strength	C	2.00	1.00	0.75	2	Evil Presence	U	2.00	1.00	0.25	1
						Llanowar Elves	C	3.00	2.00	1.00	2	Unsummon	C	2.00	1.00	0.75	2	False Orders	C	3.33	2.00	0.20	1
						Lord of Atlantis	R	15.00	12.00	7.00	3	Uthdeen Troll	U	4.00	2.75	2.00	2	Farmstead	R	8.00	4.00	2.00	2
						Lord of the Pit	R	25.00	15.00</														

Item	High	Med	Low	TR	%
Jayemdae Tome	W	10.00	5.00	2.00	2
Juggernaut	U	6.00	4.00	1.00	2
Jump	C	1.00	0.25	0.20	1
Karma	U	3.00	1.00	0.80	1
Keldon Warlord	U	3.00	1.50	1.00	1
Kormus Bell	R	6.00	4.00	1.50	2
Kudzu	R	5.00	4.00	1.25	2
Lance	U	2.00	1.00	0.50	1
Ley Druid	U	2.00	1.00	0.35	1
Library of Leng	U	3.00	1.00	0.25	1
Lich	R	45.00	40.00	20.00	3
Lifelorce	U	3.00	1.00	0.50	1
Lifelace	U	5.00	3.00	0.50	2
Lifelap	U	2.00	1.00	0.35	1
Lightning Bolt	C	3.00	1.00	0.20	1
Living Artifact	R	6.00	4.00	2.00	2
Living Lands	R	5.00	3.00	1.50	2
Living Wall	U	4.00	1.50	0.50	1
Llanowar Elves	C	1.00	0.25	0.20	1
Lord of Atlantis	R	8.00	6.00	3.00	2
Lord of the Pit	R	12.00	7.50	3.00	2
Lure	U	3.00	1.00	0.80	1
Magical Hack	R	6.00	5.00	2.50	2
Mahamoti Djinn	R	12.00	8.00	3.00	3
Mana Flare	R	8.00	6.00	2.00	2
Mana Short	R	6.00	5.00	2.00	2
Mana Vault	R	10.00	5.00	1.00	2
Manabarb	R	5.00	4.00	2.00	2
Manabarb	R	6.00	4.50	1.50	2
Mesestone	C	1.00	0.25	0.20	1
Mesa Pegasus	R	6.00	4.50	2.00	2
Mind Twist	R	175.00	140.00	100.00	5
Moat Emerald	R	180.00	150.00	100.00	5
Moat Jet	R	180.00	150.00	100.00	5
Moat Pearl	R	180.00	150.00	100.00	5
Moat Ruby	R	200.00	150.00	99.00	5
Moat Sapphire	R	30.00	27.00	5.00	2
Natural Selection	R	6.00	5.00	1.50	2
Nether Shadow	U	3.00	1.00	1.00	1
Nettling Imp	R	12.00	8.00	4.00	4
Nevynrai's Disk	R	12.00	8.00	4.00	2
Nightmare	R	0.00	0.40	3.00	2
Northern Paladin	U	2.00	1.00	0.50	1
Obscurus Golem	U	2.00	1.00	0.35	1
Orchard Artillery	U	2.00	1.00	0.50	1
Orchard Driftnet	U	2.00	1.00	0.50	1
Pearled Unicorn	C	1.00	0.25	0.20	1
Personal Incarnation	R	6.00	4.00	3.00	2
Purplestone	C	1.00	0.25	0.20	1
Phantasmal Forces	U	2.00	1.00	0.35	1
Phantasmal Terrain	C	1.00	0.25	0.20	1
Phantom Monster	U	3.00	1.00	0.35	1
Phantom Ship	R	6.00	4.00	1.50	2
Plateau	R	20.00	15.00	10.00	4
Power Sink	C	1.00	0.25	0.20	1
Power Surge	R	5.00	4.00	1.00	2
Prodigious Sorcerer	C	1.00	0.25	0.20	1
Pyroic Blast	U	25.00	20.00	0.50	3
Pyroic Venom	C	1.00	0.25	0.20	1
Purulence	R	5.00	3.00	0.50	2
Raging River	R	40.00	33.15	12.00	3
Red Elemental Blast	C	1.00	0.25	0.20	1
Red Ward	U	1.00	1.00	0.25	1
Regeneration	C	1.00	0.25	0.20	1
Regrowth	U	5.00	3.00	1.00	2
Resurrection	U	3.00	1.70	1.00	1
Reverse Damage	R	6.00	5.00	2.00	2
Righteousness	R	5.00	5.00	2.00	2
Roc of Kher Ridges	R	10.00	6.00	3.00	2
Rock Hydra	R	12.00	10.00	2.00	2
Rod of Ruin	U	5.00	1.00	0.35	1
Royal Assassin	R	28.00	12.00	1.25	3
Sacrifice	U	2.00	1.00	0.50	1
Samite Healer	C	1.00	0.25	0.20	1
Savannah	R	28.00	15.00	10.00	4
Savannah Lions	R	10.00	5.00	1.00	3
Scathe Zombie	C	1.00	0.25	0.20	1
Scavenging Ghoul	U	1.00	1.00	0.35	1
Scrubland	R	28.00	15.00	10.00	4
Sea Serpent	C	1.00	0.25	0.20	1
Sedge Troll	R	10.00	7.33	3.00	2
Sengir Vampire	U	7.00	4.25	1.00	2
Serra Angel	U	10.00	6.00	1.00	3
Shatter	C	1.00	0.25	0.20	1
Shivan Dragon	R	25.00	17.00	10.00	4
Simulacrum	U	3.00	1.00	0.25	1
Sinkhole	C	12.00	10.00	1.80	1
Siren's Call	U	2.00	1.00	0.35	1
Sleight of Mind	R	6.00	4.50	2.00	2
Smoke	R	6.00	4.00	1.00	2
Sol Ring	U	10.00	5.00	1.00	2
Soul Rot	U	2.00	1.00	0.25	1
Spell Blast	C	1.00	0.25	0.20	1
Stairs	R	8.00	5.00	1.00	2
Steal Artifact	U	2.00	1.00	0.50	1
Stone Giant	U	2.00	1.00	0.25	1
Straw of Life	C	1.00	0.25	0.20	1
Sunglasses of Urza	R	6.00	4.00	1.50	2
Swords to Plowshares	U	3.00	2.50	1.00	2
Targa	R	20.00	15.00	9.00	4
Terror	C	1.00	0.25	0.20	1
Thicket Basilisk	U	2.00	1.00	1.00	1
Thoughtleader	R	5.00	3.00	0.50	2
Throne of Bone	U	2.00	1.00	0.25	1

Item	High	Med	Low	TR	%
Disintegrate	C	0.50	0.25	0.05	0
Disrupting Scepter	R	4.00	3.00	1.50	2
Dragon Engine	R	3.00	2.00	0.50	1
Dragon Whelp	U	2.50	1.50	0.50	1
Drain Life	C	0.35	0.25	0.05	0
Drain Power	R	4.00	3.00	1.50	2
Dwarven Weaponsmith	U	1.00	0.75	0.35	1
Earth Elemental	U	1.00	0.77	0.35	1
Earthbind	C	0.50	0.17	0.05	0
Earthquake	R	6.00	4.00	2.00	3
Ebony Horse	R	3.00	2.00	1.00	1
El Haggai	R	4.00	3.00	1.00	1
Enslaved Archers	R	4.00	3.00	2.00	1
Energy Flux	U	1.00	0.63	0.25	1
Evil Presence	U	1.00	0.75	0.35	1
Eye for an Eye	R	4.00	3.00	2.00	1
Farmstead	R	4.00	3.00	1.00	1
Fastbind	R	6.00	4.75	2.00	1
Feedback	U	1.00	0.63	0.25	1
Fire Elemental	U	1.00	0.90	0.35	1
Fireball	C	0.50	0.25	0.05	0
Flashfires	U	1.00	0.50	0.25	1
Flying Carpet	R	4.00	2.00	1.00	1
Force of Nature	R	8.00	6.00	3.00	2
Fork	R	20.00	15.00	10.00	3
Fungusaur	R	4.00	3.00	2.00	1
Gaea's Liege	R	7.00	4.00	2.00	1
Glasses of Urza	U	1.00	0.75	0.35	1
Gloom	U	1.00	0.90	0.35	1

SHOP TALK

by Alex Schwartzman

CAN YOU STAND SOME CHANGE, BUDDY?

How well have players across the United States adapted to the new Sixth Edition rules? It appears that most of the players like this change, or at least have learned to live with it.

Also, we asked how the players feel about the Rath Cycle leaving the Standard tournament environment once Mercadian Masques becomes tournament legal. Although most of them are unhappy about losing Rath cards, players are also optimistic about the new set and feel that they can accept this change as long as they like the Masques block.

Oh, and we learned one more thing—there are a lot of stores that have "Dragon" in their name.

Item	High	Med	Low	TR	%
Goblin Balloon Brigade	U	1.00	0.75	0.25	1
Goblin King	R	6.00	4.00	3.00	2
Granite Gargoyle	R	8.00	5.48	2.50	2
Green Ward	U	1.00	0.50	0.25	1
Guardian Angel	C	0.50	0.17	0.05	0
Heim of Chazkuz	R	3.00	2.00	1.00	1
Howling Mine	R	8.00	6.00	4.00	3
Hurley's Recall	R	4.00	2.00	0.50	1
Hypercube	U	1.00	0.75	0.25	1
Hypnotic Specter	U	3.00	2.00	1.00	1
Instill Energy	U	1.00	0.75	0.25	1
Iron Star	U	1.80	0.63	0.25	1
Island Fish Jascopus	R	4.00	2.50	1.00	1
Island Sanctuary	R	4.00	3.00	1.00	1
Ivory Gup	U	1.00	0.63	0.25	1
Ivory Tower	R	6.00	4.00	2.50	2
Jade Monolith	R	3.00	2.00	1.00	1
Jander's Ring	R	4.60	2.50	1.00	1
Jander's Saddlebags	R	3.60	2.29	1.00	1
Jayemdae Tome	R	5.00	4.00	1.50	1
Juggernaut	U	5.00	3.00	1.00	1
Kappa	U	1.50	0.75	0.25	1
Keldon Warlord	U	2.00	1.00	0.50	1
Kird Ape	C	1.00	0.25	0.10	0
Kormus Bell	R	3.00	2.50	1.00	1
Kudzu	R	4.00	3.00	1.00	1
Lance	U	1.00	0.75	0.25	1

Item		High	Med	Low	TH	+	Item		High	Med	Low	TH	+	Item		High	Med	Low	TH	+	Item		High	Med	Low	TH	+
Sacrifice	U	1.50	0.50	0.25	1		Starter Deck		13.95	10.00	8.95	2		Divine Transformation	U	1.50	0.88	0.50	1	0.13	Red Mana Battery	R	4.00	3.00	2.00	1	
Savannah	R	15.00	12.00	9.00	4		Starter Display		135.00	100.00	70.00	3		Dragon Engine	R	4.00	3.00	1.00	1		Red Ward	U	1.00	0.50	0.25	1	
Savannah Lions	R	6.00	4.00	3.00	3								Dragon Whelp	U	2.00	1.00	0.50	1		Relic Bind	R	4.00	3.00	1.50	1		
Scavenging Ghoul	U	1.00	0.50	0.25	1		Typical Common		\$0.25	\$0.10	\$0.05	0		Drain Power	R	4.00	3.00	2.00	1		Reverse Damage	R	5.00	3.00	2.00	1	
Scrubland	R	15.00	12.00	9.00	4		Abomination	U	1.00	0.73	0.50	1		Earth Elemental	U	1.00	0.75	0.25	1		Righteousness	R	4.50	3.00	2.00	1	
Sedge Troll	R	8.00	5.00	2.50	2		Air Elemental	U	1.00	0.93	0.50	1		Earthquake	R	5.00	4.00	2.00	2		Rod of Ruin	U	1.00	0.50	0.25	1	
Senjir Vampire	U	5.00	3.45	1.00	2		Aladdin's Lamp	R	4.00	3.00	1.50	1		Ebony Horse	R	4.00	3.00	1.00	1		Royal Assassin	R	14.00	10.00	5.00	3	
Serendib Elfreet	R	9.00	6.00	4.00	3	0.25	Aladdin's Ring	R	4.00	3.00	1.50	1		Elder Land Wurm	R	4.00	3.00	2.00	1		Savannah Lions	R	6.00	4.00	3.00	2	
Serra Angel	U	6.00	5.00	2.00	2		Ali Baba	U	1.00	0.50	0.50	1		El Hagai	R	4.00	3.00	2.00	1		Scavenging Ghoul	U	1.00	0.50	0.49	1	
Shatterstorm	U	2.00	1.00	0.35	1		Angry Mob	U	1.00	0.63	0.50	1		Elven Riders	U	1.00	0.75	0.50	1		Seigwinn Leviathan	U	1.00	0.63	0.50	1	
Shivan Dragon	R	10.00	14.00	8.00	4	0.74	Animate Artifact	U	1.00	0.50	0.25	1		Elvish Archers	R	4.00	3.00	2.00	1		Senjir Vampire	U	5.00	3.37	0.50	1	
Simulacrum	U	1.00	0.67	0.25	1	0.08	Animate Dead	U	1.00	0.63	0.25	1		Energy Flux	U	1.00	0.60	0.39	1		Serra Angel	U	6.00	4.50	0.50	2	0.50
Siren's Call	U	1.00	0.75	0.35	1		Animate Wall	R	4.00	3.00	1.50	1		Evil Presence	U	1.00	0.50	0.49	1		Shapenifter	U	1.00	0.75	0.50	1	
Sleight of Mind	R	4.00	3.00	1.50	1		Ankh of Mishra	R	4.00	3.00	2.00	1		Eye for an Eye	R	4.00	3.00	2.00	1		Shivan Dragon	R	10.00	12.00	6.00	4	
Smoke	R	4.00	2.75	1.00	1	0.25	Armageddon	R	8.00	6.00	3.00	4		Feedback	U	1.00	0.50	0.25	1		Simulacrum	U	1.00	0.55	0.25	1	
Sol Ring	U	6.00	4.00	0.75	2		Armageddon Clock	R	4.00	3.00	1.50	1		Fellwar Stone	U	1.50	1.00	0.50	1	0.13	Sindbad	U	1.00	0.50	0.50	1	
Sorceress Queen	R	7.00	4.00	2.50	1	1.00	Ashes to Ashes	U	1.00	0.50	0.25	1		Fire Elemental	U	1.00	0.75	0.50	1		Siren's Call	U	1.00	0.50	0.39	1	
Soul Net	U	1.00	0.63	0.35	1	0.13	Ashnod's Battle Gear	U	1.00	0.50	0.50	1		Fireball	C	0.50	0.15	0.05	0	0.03	Sleight of Mind	R	4.50	3.00	2.00	1	
Stasis	R	6.00	4.00	2.00	2		Aspen of Wolf	R	4.00	3.00	2.00	1		Flashfires	U	1.00	0.50	0.25	1		Smoke	R	4.00	3.00	2.00	1	

DRAGON'S DEN

Larry Kohlman

CENTRAL

Players here are generally acceptant of the change from Fifth Edition to Sixth Edition rules. They've adjusted and just keep playing.

No one is thrilled about losing the above-mentioned cards, but Roth Cycle's leaving Standard is no cause for despair. Players have already prepared themselves mentally for the change.

Steal Artifact	U	1.00	0.75	0.35	1	
Stone Giant	U	1.00	0.75	0.35	1	0.13
Sunglasses of Urza	R	8.00	2.50	1.00	1	
Swords to Plowshares	U	2.75	1.50	0.50	1	
Taiga	R	10.00	12.00	10.00	4	
The Hive	R	5.00	3.00	2.00	1	
The Rack	U	1.00	1.00	0.50	1	
Thicket Basilisk	U	1.00	1.00	0.50	1	0.01
Thoughtknot	R	1.00	2.00	0.95	1	0.50
Throne of Bone	U	1.00	0.50	0.25	1	
Timber Wolves	R	4.00	3.00	1.00	1	0.11
Titanian's Song	R	4.00	2.75	1.00	1	0.25
Tropical Island	R	15.00	12.00	10.00	4	
Tsunami	U	1.00	0.75	0.35	1	
Tundra	R	10.00	12.00	9.00	4	
Tunnel	U	1.00	0.75	0.35	1	
Underground Sea	R	10.00	12.00	10.00	4	
Uthden Trail	U	1.50	1.00	0.35	1	0.11
Verduran Enchantress	R	10.00	3.00	2.00	1	
Vesuvan Doppelganger	R	10.00	15.00	9.00	3	
Veteran Bodyguard	R	5.00	5.00	3.00	2	
Volcanic Eruption	R	10.00	3.00	1.00	1	
Volcanic Island	R	10.00	12.00	9.00	4	
Wall of Air	U	1.00	0.75	0.25	1	
Wall of Bone	U	1.00	0.50	0.25	1	
Wall of Brambles	U	1.00	0.50	0.25	1	
Wall of Fire	U	1.00	0.50	0.25	1	
Wall of Ice	U	1.00	0.50	0.25	1	
Wall of Stone	U	1.00	0.59	0.25	1	0.04
Wall of Swords	U	1.00	0.75	0.25	1	
Wall of Water	U	1.00	0.50	0.25	1	
Wanderlust	U	1.00	0.75	0.25	1	0.13
Warp Artifact	R	4.00	2.00	0.95	1	
Water Elemental	U	1.00	0.55	0.25	1	0.04
Web	R	4.00	2.50	1.00	1	
Wheel of Fortune	R	10.00	8.50	4.00	3	0.50
White Knight	U	2.00	1.00	0.50	1	
White Ward	U	1.00	0.50	0.25	1	
Wit O' The-Wisp	R	4.00	5.00	3.00	2	
Winter Orb	R	7.00	5.00	3.00	4	
Wooden Sphere	U	1.00	0.50	0.25	1	
Wrath of God	R	10.00	6.88	5.00	4	0.13
Zombie Master	R	5.00	3.00	2.00	1	

FOURTH EDITION

Complete Set	\$250.00	\$210.00	\$125.00	3	
Booster Pack	4.95	3.50	2.95	2	0.25
Booster Display	135.00	106.20	71.00	3	1.20

Backfire	U	1.00	0.50	0.25	1
Bad Moon	R	7.00	5.00	4.00	4
Balance	R	6.00	4.00	3.00	2
Ball-Lightning	R	10.00	8.00	4.00	3
Birds of Paradise	R	8.00	6.00	3.00	4
Black Knight	U	2.00	1.00	0.50	1
Black Mana Battery	R	4.00	3.00	2.00	1
Black Vise	U	2.00	1.00	0.50	1
Black Ward	U	1.00	0.50	0.25	1
Blessing	R	4.20	3.00	2.00	1
Blight	U	1.00	0.73	0.50	1
Blue Mana Battery	R	4.00	3.00	2.00	1
Blue Ward	U	1.00	0.50	0.25	1
Bog Wraith	U	1.00	0.50	0.49	1
Bottle of Suleiman	R	4.00	3.00	1.50	1
Brass Man	U	1.00	0.50	0.25	1
Bronze Tablet	R	4.00	3.00	1.50	1
Burrowing	U	1.00	0.50	0.25	1
Carion Ants	U	3.00	1.00	0.50	1
Castle	U	1.00	0.50	0.49	1
Cave People	U	1.00	0.50	0.25	1
Celestial Prism	U	1.00	0.50	0.25	1
Channel	U	1.00	0.50	0.25	1
Chaosknot	R	4.00	2.50	0.95	1
Clockwork Avian	R	5.00	3.00	2.00	1
Clockwork Beast	R	4.00	3.00	2.00	1
Cockatrice	R	5.00	3.20	2.00	1
Colossus of Sardia	R	8.00	4.50	2.00	1
Conservator	U	1.00	0.50	0.25	1
Control Magic	U	2.00	1.00	0.50	1
Conversion	U	1.00	0.50	0.49	1
CoP Artifacts	U	2.00	1.00	0.50	1
Coral Helm	R	4.00	3.00	1.50	1
Cosmic Horror	R	4.00	3.00	2.00	1
Countryside	U	2.00	0.75	0.25	1
Crimson Mantle	R	4.00	3.00	1.50	1
Crumble	U	1.00	0.50	0.49	1
Crusade	R	7.00	5.00	3.00	2
Crystal Rod	U	1.00	0.50	0.25	1
Cursed Land	U	1.00	0.50	0.39	1
Cursed Rack	U	1.00	0.75	0.50	1
Dancing Scimitar	R	4.00	3.00	1.50	1
Deathpact	U	1.00	0.50	0.25	1
Deathpact	R	4.00	2.75	1.00	1
Desert Twister	U	1.00	0.63	0.25	1
Detonate	U	1.00	0.60	0.50	1
Diabolic Machine	U	1.00	0.50	0.50	1
Dimius Egg	R	4.00	3.00	2.00	1
Disrupting Scepter	R	4.50	3.00	2.00	2

Item		High	Med	Low	TP	W	Item		High	Med	Low	TP	W
Divine Transformation	U	1.50	0.98	0.50	1	0.13	Red Mana Battery	R	4.00	3.00	2.00	1	
Dragon Engine	R	4.00	3.00	1.00	1		Red Ward	U	1.00	0.50	0.25	1	
Dragon Whelp	U	2.00	1.00	0.50	1		Relic Bind	R	4.00	3.00	1.50	1	
Drain Power	R	4.00	3.00	2.00	1		Reverse Damage	R	5.00	3.00	2.00	1	
Earth Elemental	U	1.00	0.75	0.25	1		Righteousness	R	4.50	3.00	2.00	1	
Earthquake	R	5.00	4.00	2.00	2		Rod of Ruin	U	1.00	0.50	0.25	1	
Ebony Horse	R	4.00	3.00	1.00	1		Royal Assassin	R	14.00	10.00	5.00	3	
Elder Land Wurm	R	4.00	3.00	2.00	1		Savannah Lions	R	6.00	4.00	3.00	2	
El Hagal	R	4.00	3.00	2.00	1		Scavenging Ghoul	U	1.00	0.50	0.49	1	
Elven Riders	U	1.00	0.75	0.50	1		Seagoon Leviathan	U	1.00	0.63	0.50	1	
Elvish Archers	R	4.00	3.00	2.00	1		Sengir Vampire	U	5.00	3.37	0.50	1	
Energy Flux	U	1.00	0.60	0.39	1		Serra Angel	U	6.00	4.50	0.50	2	0.50
Evil Presence	U	1.00	0.50	0.49	1		Shapeshifter	U	1.00	0.75	0.50	1	
Eye for an Eye	R	4.00	3.00	2.00	1		Shivan Dragon	R	16.00	12.00	6.00	4	
Feedback	U	1.00	0.90	0.25	1		Simulacrum	U	1.00	0.55	0.25	1	
Fellwar Stone	U	1.50	1.00	0.50	1	0.13	Sinbad	U	1.00	0.50	0.50	1	
Fire Elemental	U	1.00	0.75	0.50	1		Siren's Call	U	1.00	0.50	0.39	1	
Fireball	C	0.50	0.15	0.05	0	0.03	Sleight of Mind	R	4.50	3.00	2.00	1	
Flashfires	U	1.00	0.50	0.25	1		Smoke	R	4.00	3.00	2.00	1	
Flying Carpet	R	4.00	3.00	1.50	1		Sorceress Queen	R	5.00	4.00	2.00	1	
Force of Nature	R	8.00	5.00	3.00	2	0.95	Soul Net	U	1.00	0.50	0.49	1	
Fungusaur	R	4.00	3.00	2.00	1		Spirit Link	U	3.00	1.50	0.50	1	0.50
Gael's Liege	R	8.00	3.50	2.00	1		Spirit Shackles	U	1.00	0.50	0.25	1	
Ghost Ship	U	1.00	0.60	0.25	1		Steals	R	6.00	4.00	2.00	2	
Glasses of Urza	U	1.00	0.50	0.25	1		Steal Artifact	U	1.00	0.55	0.50	1	
Gloom	U	1.00	0.75	0.25	1		Stone Giant	U	1.00	0.50	0.39	1	
Goblin Balloon Brigade	U	1.00	0.67	0.50	1		Strip Mine	U	5.00	3.00	0.50	1	
Goblin King	R	6.00	4.00	2.00	1		Sunglasses of Urza	R	4.00	3.00	1.50	1	
Greed	R	4.00	3.00	2.00	1		Swords to Plowshares	U	2.00	1.00	0.50	1	
Green Mana Battery	R	4.00	3.00	2.00	1		Sylvan Library	R	6.00	5.00	3.00	3	0.03
Green Ward	U	1.00	0.50	0.25	1		Tawmoss's Wand	U	1.00	0.50	0.50	1	
Helms of Chaztuz	R	4.00	3.00	1.50	1		Tawmoss's Weaponry	U	1.00	0.50	0.50	1	
Howling Mine	R	7.50	5.53	4.00	3	0.48	Tempest Efreit	R	4.00	3.00	1.49	1	
Hurkly's Recall	R	4.00	3.00	1.25	1		Tetanus	R	5.00	3.00	2.00	1	
Hurt Jackal	R	4.00	3.00	1.49	1		The Hive	R	5.00	3.00	2.00	1	
Hurricane	U	1.00	0.63	0.25	1		The Rack	U	1.50	0.80	0.25	1	0.05
Hypnotic Specter	U	3.00	2.00	0.50	1		Thicket Basilisk	U	1.00	0.75	0.50	1	
Inferno	R	4.50	4.00	2.00	1	0.02	Thoughtlance	R	4.00	3.00	1.00	1	
Instill Energy	U	1.00	0.50	0.25	1		Throne of Bone	U	1.00	0.50	0.25	1	
Iron Star	U	1.00	0.50	0.25	1		Timber Wolves	R	4.00	3.00	1.50	1	
Island Fish Jascorius	R	4.00	3.00	1.50	1		Time Elemental	R	8.00	5.00	2.00	2	
Island Sanctuary	R	4.00	3.00	2.00	1		Titanium's Song	R	4.00	3.00	1.50	1	
Ivory Cup	U	1.00	0.50	0.25	1		Triskelion	R	5.00	3.00	2.00	1	
Ivory Tower	R	5.00	4.00	2.00	1		Tsunami	U	1.00	0.50	0.25	1	
Jade Monolith	R	4.00	3.00	2.00	1		Tunnel	U	1.00	0.50	0.25	1	
Jandors' Saddlebags	R	4.00	3.00	1.50	1		Uncle Istvan	U	1.00	0.75	0.50	1	
Jayemdae Tome	R	5.00	3.99	2.00	1	0.04	Untamed Wilds	U	1.00	0.50	0.25	1	
Juniper Etre	U	1.00	0.75	0.50	1		Urza's Avenger	R	5.00	3.00	2.00	1	
Karma	U	1.00	0.60	0.50	1	0.13	Urduen Troll	U	1.00	0.75	0.50	1	
Keledon Warlord	U	1.00	0.75	0.50	1		Verduran Enchantress	R	4.00	3.00	2.00	1	
Killer Bees	U	4.00	1.00	0.50	1		Visions	U	1.00	0.50	0.49	1	
Kismet	U	1.70	1.00	0.50	1	0.03	Volcanic Eruption	R	4.00	3.00	2.00	1	
Kormus Bell	R	4.00	3.00	1.50	1		Wall of Air	U	1.00	0.55	0.50	1	
Land Tax	R	6.00	4.00	2.00	1		Wall of Bone	U	1.00	0.50	0.39	1	
Levathan	R	6.00	4.00	2.00	1		Wall of Brambles	U	1.00	0.50	0.25	1	
Ley Druid	U	1.00	0.50	0.25	1		Wall of Dust	U	1.00	0.50	0.49	1	
Library of Leng	U	1.00	0.50	0.50	1		Wall of Fire	U	1.00	0.50	0.25	1	
Lifeforce	U	1.00	0.50	0.25	1		Wall of Ice	U	1.00	0.50	0.25	1	
Lifelace	R	4.00	3.00	1.00	1		Wall of Stone	U	1.00	0.50	0.25	1	
Lifetap	U	1.00	0.50	0.49	1		Wall of Swords	U	1.00	0.63	0.50	1	
Lightning Bolt	C	1.00	0.50	0.05	1	0.05	Wall of Water	U	1.00	0.50	0.25	1	
Living Artifact	R	4.00	3.00	1.50	1		Wardenspost	U	1.00	0.50	0.25	1	
Living Lands	R	4.00	3.00	2.00	1		Warp Artifact	R	4.00	3.00	1.00	1	
Lord of Atlantis	R	5.48	3.65	2.00	1	0.25	Water Elemental	U	1.00	0.73	0.25	1	
Lord of the Pit	R	8.00	5.00	2.00	1		Web	R	4.00	3.00	1.50	1	
Lure	U	1.00	0.63	0.50	1		Whirling Dervish	U	2.00	1.00	0.50	1	
Magical Hack	R	5.00	3.00	2.00	1		White Knight	U	2.00	1.00	0.50	1	
Magnetic Mountain	R	4.00	3.00	1.00	1		White Mana Battery	R	4.00	3.00	2.00	1	
Mahamoti Djinn	R	8.00	6.00	3.00	4		White Ward	U	1.00	0.50	0.25	1	
Mana Clash	R	4.00	3.00	2.00	1		Wiz O The Wisp	R	6.00	4.50	3.00	2	
Mana Flare	R	6.00	4.00	2.00	2		Winds of Change	R	5.00	3.00	2.00	1	
Mana Short	R	4.00	3.00	2.00	1		Writer Blast	U	1.00	0.73	0.25	1	
Mana Vault	R	5.00	3.58	2.00	2	0.58	Writer Orb	R	6.00	4.00	2.00	4	
Manabarb	R	4.00	3.00	2.00	1		Wooden Sphere	U	1.00	0.50	0.25	1	
Meekstone	R	4.50	3.00	2.00	1		Wrath of God	R	8.00	6.00	3.00	4	
Millstone	R	6.00	4.00	3.00	2	0.13	Xenic Pottergeist	R	4.00	3.00	1.50	1	
Mind Bomb	U	1.00	0.60	0.50	1		Zombie Master	R	5.00	3.00	2.00	1	

WOLVEN PACK				DINGUS EGG			
Wooden Sphere	U	1.80	0.67	0.25	1	0.08	3.00
Woolen Spicker	U	1.80	0.63	0.25	1	0.13	5.00
Word of Blasting	U	1.80	0.67	0.25	1	0.08	1.00
Wrath of God	R	8.00	6.00	3.00	4		4.00
Wykur Wolf	R	4.00	3.00	2.00	1		3.00
Xenic Pottergeist	R	4.00	3.00	1.50	1		1.00
Zombie Master	R	5.00	3.00	2.00	1		2.00
Zur's Weirdeg	R	5.00	3.25	2.00	1	0.08	1.00

CLASSIC

		COMPLETE SET	\$200.00	\$50.00	\$200.00	4
Booster Pack		2.99	2.97	2.50	3	0.02
Booster Display		95.00	65.00	175.00	3	
Starter Deck		0.90	9.99	0.00	2	
Starter Display		100.00	92.50	00.00	2	7.50
Typical Common		0.25	0.10	0.05	0	0.08

Abduction	U	1.00	1.00	0.40	1	
Abyssal Hunter	R	4.00	3.00	2.00	2	0.50
Abyssal Scepter	U	2.00	1.00	0.49	1	
Adarkar Wastes	R	6.00	4.49	4.00	5	0.26
Aether Flash	U	2.00	1.00	0.49	1	
Agonizing Memories	U	1.00	1.00	0.49	1	
Air Elemental	U	1.50	1.00	0.50	1	
Aladdin's Ring	R	4.00	3.00	1.75	2	
Amber Prison	R	5.00	4.00	1.75	3	
Ancestral Memories	R	5.00	3.00	2.00	2	0.50
Animate-Wall	K	4.00	3.00	1.75	2	
Ankh of Mishra	R	5.00	4.00	1.75	3	0.36
Archangel	R	8.00	5.00	4.00	4	1.00
Disrupting Scepter	R	5.00	4.00	2.00	4	
Divine Transformation	U	1.00	1.00	0.50	1	
Doomsday	R	4.00	4.00	1.75	2	
Dragon Engine	R	4.00	3.00	1.49	2	
Dragon Mask	U	1.00	1.00	0.49	1	
Dread of Night	U	2.00	1.00	0.49	1	
Devarien Ruins	U	1.00	1.00	0.49	1	
Early Harvest	R	4.00	3.00	1.75	2	
Earthquake	R	5.00	4.00	3.00	5	0.36
Ebon Stronghold	U	1.00	1.00	0.49	1	
Elder Druid	R	4.00	3.00	1.75	2	0.50
Elven Riders	U	1.00	1.00	0.50	1	
Elvish Archers	R	5.00	4.00	2.50	4	
Enlightened Tutor	U	2.00	1.00	0.49	1	
Ethereal Champion	R	4.00	3.00	1.75	2	
Evil Eye: Drms-by-Gore	U	1.00	1.00	0.49	1	
Exile	R	5.00	4.00	3.00	3	0.25
Fallen Angel	R	5.00	4.00	3.00	3	0.25
Fallow Earth	U	1.00	1.00	0.49	1	
Familiar Ground	U	1.00	1.00	0.49	1	
Femeref Archers	U	1.00	1.00	0.49	1	
Fervor	R	5.00	4.00	1.75	1	
Final Fortune	R	8.00	5.00	4.00	3	0.50
Fire Diamond	U	2.00	1.00	0.49	1	
Fire Elemental	U	1.00	1.00	0.50	1	
Flash	R	4.00	3.00	2.00	2	
Flashfires	U	1.00	1.00	0.50	1	
Flying Carpet	R	4.00	3.00	1.75	2	
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Cursed Land	\$1.00	Johltul Wurm	\$1.00	Power Leech	\$1.00	Vibrating Sphere	\$1.00	Nature's Resurgence	\$2.00	Crazed Armodon	\$3.00
Cursed Rack	\$1.00	Juju Bubble	\$1.00	Pradesh Gypsies	\$1.00	Visions	\$1.00	Nature's Revolt	\$2.00	Deadshot	\$3.00
Damping Field	\$1.00	Jungle Basin	\$1.00	Primal Clay	\$1.00	Vitalizing Cascade	\$1.00	Necrologia	\$2.00	Enduring Renewal	\$3.00
Dance of the Dead	\$1.00	Junun Efreect	\$1.00	Pyroclasm	\$1.00	Vodalian Illusionist	\$1.00	Necrosavant	\$2.00	Fevered Convulsions	\$3.00
Dancing Scimitar	\$1.00	Justice	\$1.00	Pyrotechnics	\$1.00	Vodalian War Machine	\$1.00	No Quarter	\$2.00	Intrepid Hero	\$3.00
Deadly Insect	\$1.00	Kaervek's Hex	\$1.00	Quagmire	\$1.00	Volcanic Eruption	\$1.00	Ogre Enforcer	\$2.00	Null Rod	\$3.00
Death Spark	\$1.00	Kaervek's Purge	\$1.00	Quinnon Druid	\$1.00	Volcanic Geyser	\$1.00	Oracle En-vec	\$2.00	Pendelhaven	\$3.00
Deathgrip	\$1.00	Karakas	\$1.00	Radjan Spirit	\$1.00	Walking Wall	\$1.00	Orgs	\$2.00	Precongnition	\$3.00
Demonic Attorney	\$1.00	Karma	\$1.00	Rag Man	\$1.00	Wand Of Ith	\$1.00	Orim, Samite Healer	\$2.00	Scalding Tongues	\$3.00
Desert Twister	\$1.00	Karoo	\$1.00	Raiding Party	\$1.00	Weakstone	\$1.00	Pallimud	\$2.00	Thran Lens	\$3.00
Desolation	\$1.00	Karoo-Meerkat	\$1.00	Rainbow Vale	\$1.00	Web	\$1.00	Peace Of Mind	\$2.00	Zhalfrinn Crusader	\$3.00
Despotic Scepter	\$1.00	Karplusan Giant	\$1.00	Rakalite	\$1.00	Whalebone Glider	\$1.00	Pearl Dragon	\$2.00	Emerald Medallion	\$3.50
Detonate	\$1.00	Karplusan Yeti	\$1.00	Ravenous Vampire	\$1.00	Whim Of Volrath	\$1.00	Pegasus Refuge	\$2.00	Spirit Mirror	\$3.50
Diabolic Machine	\$1.00	Kasimir the Lone Wolf	\$1.00	Reality Twist	\$1.00	Whippoorwill	\$1.00	Pendrell Mists	\$2.00	Aboroth	\$4.00
Diabolic Vision	\$1.00	Keeper Of The Beasts	\$1.00	Reflect Damage	\$1.00	Whirling Catapult	\$1.00	Phyrexian Grimore	\$2.00	Alabaster Dragon	\$4.00
Diamond Kaleidoscope	\$1.00	Keeper of Tresserhorn	\$1.00	Reflecting Mirror	\$1.00	Whirling Dervish	\$1.00	Pillar Tombs Of Aku	\$2.00	Blood Lust	\$4.00
Diminishing Returns	\$1.00	Keldon Warlord	\$1.00	Righteous Avengers	\$1.00	White Mana Battery	\$1.00	Price Of Progress	\$2.00	Consecrate Land	\$4.00
Dingus Egg	\$1.00	Kezzerdrix	\$1.00	Ring Of Renewal	\$1.00	White Scarab	\$1.00	Psychic Vortex	\$2.00	Copper Tablet	\$4.00
Disrupting Scepter	\$1.00	Killer Bee	\$1.00	Ritual of Subdual	\$1.00	White Ward	\$1.00	Rainbow Efreect	\$2.00	Death Pits Of Rath	\$4.00
Divine Transformation	\$1.00	Kjeldoran Phalanx	\$1.00	Ritual of the Machine	\$1.00	Whiteout	\$1.00	Recycle	\$2.00	Defense Of The Heart	\$4.00
Dragon Engine	\$1.00	Kjeldoran Skycaptain	\$1.00	Riven Turnbull	\$1.00	Witigo	\$1.00	Reins Of Power	\$2.00	Dream Halls	\$4.00
Dragon Mask	\$1.00	Knight of Dusk	\$1.00	River Delta	\$1.00	Wild Wurm	\$1.00	Retribution Of The Meek	\$2.00	Fervor	\$4.00
Drain Power	\$1.00	Kookus	\$1.00	River Merfolk	\$1.00	Wooden Sphere	\$1.00	Revenant	\$2.00	Firestorm Hellkite	\$4.00
Dreams of the Dead	\$1.00	Kormus Bell	\$1.00	Roc Hatchling	\$1.00	Word of Blasting	\$1.00	Righteous War	\$2.00	Frenetic Efreect	\$4.00
Drift of the Dead	\$1.00	Krovikan Elementalist	\$1.00	Roc Of Kher Ridges	\$1.00	Wrath of Marit Lage	\$1.00	Rolling Stones	\$2.00	Infernal Tribute	\$4.00
Drought	\$1.00	Krovikan Plague	\$1.00	Ruins Of Trokair	\$1.00	Xenic Poltergeist	\$1.00	Root Maze	\$2.00	Opal Titan	\$4.00
Earthlink	\$1.00	Kry-Shield	\$1.00	Runed Arch	\$1.00	Yare	\$1.00	Rootwater Matriarch	\$2.00	Pursuit Of Knowledge	\$4.00
Ebon Stronghold	\$1.00	Kukemssa Pirates	\$1.00	Runesword	\$1.00	Yavimaya Ants	\$1.00	Rootwater Shaman	\$2.00	Pyromancy	\$4.00
Ebony Horse	\$1.00	Kyscu Drake	\$1.00	Sabertooth Wyvern	\$1.00	Yavimaya Gnats	\$1.00	Rowen	\$2.00	Sacred Mesa	\$4.00
Elder Druid	\$1.00	Lance	\$1.00	Seasinger	\$1.00	Zelatos en-Dal	\$1.00	Ruinart	\$2.00	Winds Of Rath	\$4.00
Elder Land Wurm	\$1.00	Land Cap	\$1.00	Shimian Night Stalker	\$1.00	Zebra Unicorn	\$1.00	Safeguard	\$2.00		
El-Hajjaj	\$1.00	Library of Lat-Nam	\$1.00	Shimmer	\$1.00	Zelyon Sword	\$1.00	Scabland	\$2.00		
Elxir of Vitality	\$1.00	Lightning Blow	\$1.00	Shimmering Efreect	\$1.00	Zhalfrinn Commander	\$1.00	Scorched Earth	\$2.00		
Elkin Bottle	\$1.00	Lam-Dul's Hex	\$1.00	Shyft	\$1.00	Zombie Mob	\$1.00	Scvener	\$2.00		
Elkin Lair	\$1.00	Lam-Dul's Paladin	\$1.00	Silhouette	\$1.00	Zur's Weirdding	\$1.00	Serenity	\$2.00		
Eye For An Eye	\$1.00	Living Armor	\$1.00	Silver Erme	\$1.00	Breathstealer's Crypt	\$1.50	Shallow Grave	\$2.00		

SPECIAL!
Any one dollar card,
15 for \$10.00

118 | MERCADIAN MASQUES

Item	High	Med	Low	TR	*
Mountain	C1	30.00	5.00	2.00	4
Damals	U4	7.00	3.50	1.00	1
Old Man of the Sea	U2	40.00	33.00	12.00	3
Oubliette	C4	5.00	4.00	1.00	1
Pyramids	U2	25.00	20.00	10.00	2
Repentant Blacksmith	U2	8.00	4.00	1.00	2
Ring of Marit	U2	19.00	12.00	15.00	2
Ruth Egg	C3	15.00	10.00	2.00	2
Sandals of Abdallah	U3	10.00	6.00	3.00	2
Serendib Dym	U2	35.00	20.00	10.00	3
Serendib Efreet	U2	35.00	25.00	10.00	4
Shahrazad	U2	28.00	20.00	10.00	2
Sindbad	U3	8.00	5.00	2.00	2
Singing Tree	U2	40.00	30.00	15.00	2
Sorceress Queen	U3	10.00	8.00	5.00	2
Stone-Throwing Devils	C4	6.00	5.00	2.00	2
War Elephant	C4	2.00	1.00	0.50	1
Wyluf Wolf	C5	5.00	4.00	1.00	1
Ydwen Efreet	U2	12.00	10.00	4.00	2

Item	High	Med	Low	TR	*
Acid Rain	R	25.00	17.95	5.00	2
Active Volcano	C2	10.00	0.63	0.20	1
Adam Dakenshield	R	15.00	10.00	3.19	2
Adventurers' Guildhouse	U	4.00	3.00	1.00	1
Arachnoid Berserker	U	4.00	3.00	1.00	1
Auriling Leprosium	C	2.00	0.89	0.20	1
Aurion Legionnaire	R	8.00	5.00	3.00	1
Al-abara's Carpet	R	10.00	9.00	1.00	2
Alabaster Potlun	C2	8.00	0.75	0.30	1
Alcham's Tomb	R	20.00	10.00	5.00	2
All Hallow's Eve	R	42.00	35.00	5.00	3
Amruu Kithkin	C2	8.00	0.63	0.20	1
Angelic Voices	R	10.00	10.00	5.00	1
Angus Maskerade	R	12.00	10.00	1.00	2
Anti-Magic Aura	C	3.00	1.00	0.50	1
Arb-Magic	U	10.00	4.00	2.00	1
Arcades Ealdorin	R	15.00	12.00	5.00	2
Arena of the Ancients	R	8.00	6.00	1.00	2
Avoid Fate	C	10.00	0.88	0.20	1
Axehrod Gunnarson	R	10.00	8.00	4.00	2
Ayeshia Tanaka	R	10.00	6.00	3.00	2
Azure Drake	U	4.00	3.00	1.00	1
Backdraft	U	4.00	3.00	1.00	1
Backfire	U	3.30	3.00	1.00	1
Barbery Apes	C	3.00	0.90	0.20	1
Barntooth Warband	U	12.00	4.00	2.00	1
Bartel Roseaxe	R	15.00	10.00	3.00	2
Beasts of Bogaen	U	4.00	3.00	1.00	1
Black Mana Battery	U	5.00	3.95	1.00	1
Blazing Effigy	C2	3.00	0.88	0.30	1
Blight	U	4.00	3.00	1.00	1
Blindfold	U	4.10	3.00	1.00	1
Blue Mana Battery	U	5.00	3.73	1.00	1
Boomerang	C2	10.00	0.88	0.20	1
Born Devotion	R	15.00	10.00	3.00	2
Brine Hag	U	4.00	3.00	1.00	1
Bronze Horse	R	10.00	6.00	2.50	1
Carion Ants	R	11.25	8.00	3.00	2
Cat Warriors	C2	10.00	0.50	0.20	1
Cathedral of Serra	U	4.00	3.00	1.00	1
Caverns of Despair	R	15.00	10.00	4.00	1
Chain Lightning	C2	10.00	4.00	2.95	2
Chairs of Megastrophes	R	25.00	17.95	8.00	3
Chromium	R	16.00	12.00	3.00	2
Cleanse	R	20.00	15.00	5.00	2
Clergy, Holy Nimbus	C2	2.00	0.75	0.20	1
Cocoon	U	4.00	3.00	1.00	1
Concordant Crossroads	R	10.00	6.00	3.00	2
Cosmic Horror	U	10.00	6.00	3.00	1
Crow Giant	U	6.00	4.00	1.00	1
Crevasse	U	5.00	3.00	2.00	1
Crimson Mantle	R	10.00	6.00	1.00	1
Crescentic Kabbala	C2	2.00	1.00	0.50	1
Cyclopean Mummy	C2	6.00	0.75	0.20	1
Dakdon Blackblade	R	15.00	10.00	3.00	2
Darkness	C	3.00	1.00	0.30	1
Dawn Arch	C2	2.00	0.50	0.20	1
Deadfall	U	4.00	3.00	1.00	1
Demonic Torment	U	8.00	4.00	2.00	1
Devooring Deep	C2	8.00	1.00	0.20	1
Disarmory	R	11.00	9.00	1.00	2
Divine Intervention	R	14.00	10.00	5.00	2
Divine Offering	C2	3.00	0.50	0.20	1
Divine Transformation	R	10.00	6.00	1.00	2
Dream Coast	U	4.00	3.00	1.00	1
Dunkwood Boars	C2	8.00	0.75	0.20	1
Dwaven Song	U	6.00	3.00	1.00	1
Elder Land Worm	R	10.00	7.00	4.00	1
Elder Spawn	R	10.00	7.50	1.00	1
Elven Riders	R	8.00	6.00	1.00	1
Energy Tap	C2	2.00	0.75	0.20	1
Equinox	C	22.00	2.00	0.50	1
Eternal Warrior	U	4.00	2.50	1.00	1
Eurloia	R	40.00	29.75	4.00	3
Evil Eye of Orms-by-Gore	U	10.00	4.00	2.00	2
Fallen Angel	U	6.00	5.00	2.00	2
Falling Star	R	10.25	9.75	5.00	2
Field of Dreams	R	15.00	10.00	6.00	2
Fire Spirits	C2	1.25	1.00	0.30	1
Firestorm Phoenix	R	25.00	19.00	3.00	2
Flash Counter	C2	3.00	1.00	0.20	1
Floral Spoutum	U	6.00	3.00	2.00	1
Force Spell	C2	2.00	1.00	0.30	1
Fortethought Amulet	R	12.00	10.00	3.00	2
Fortified Area	U	8.00	2.00	1.00	1
Frost Giant	U	5.00	3.00	1.00	1
Gabriel Angelique	R	10.00	8.00	4.00	2
Gauntlets of Chies	R	10.00	6.00	1.00	1
Glyph of Life	C2	10.00	1.00	0.30	1
Glyph of Reincarnation	C	15.00	1.00	0.30	1
Gosta Dirk	R	15.00	9.50	3.00	2
Gravity Sphere	R	25.00	19.00	5.00	2
Great Defender	U	5.00	3.00	2.00	1
Great Wall	U	6.00	3.00	2.00	1
Greater Realm of Pres.	U	7.40	5.00	2.00	1
Greed	R	15.00	6.98	3.00	1
Green Mana Battery	U	12.00	4.00	2.00	1
Gwendlyn De Carol	R	15.00	10.50	4.00	3
Halfling	R	15.00	10.00	5.00	2
Hammerheim	U2	6.00	3.00	1.00	2
Hazepren's Jarjar	R	10.00	12.00	5.00	2
Heaven's Gate	U	10.00	3.00	2.00	1
Hell Swarm	C	10.00	0.99	0.20	1

Item	High	Med	Low	TR	*
Hellfire	R	22.00	15.00	5.00	2
Hell's Cartaker	R	15.00	10.00	5.00	2
Horn of Deafening	R	10.00	5.00	3.00	2
Hornet Colors	C2	3.00	0.75	0.20	1
Horror of Horrors	U	4.00	3.00	2.00	1
Hunting Gnomes	U	4.00	3.00	2.00	1
Hypnotic Blacksmith	U	4.00	3.00	1.00	1
Ichneumon Druid	U	10.00	3.00	2.00	1
Imprison	R	10.00	0.63	0.20	1
In the Eye of Chaos	R	14.00	10.00	3.00	2
Indestructible Aura	C2	10.00	0.63	0.20	1
Infernal Medusa	U	6.00	5.00	2.50	1
Infinite Authority	R	12.25	10.00	3.00	2
Inviscid Prejudice	R	18.00	12.50	5.00	2
Ivory Guardians	U	4.00	3.00	2.00	1
Jacques le Vert	R	15.00	10.00	3.00	2
Jasmine Boreal	U	4.00	3.00	2.00	1
Jeddi Omen	U	8.00	4.00	2.00	1
Jerrard of the Closed Fist	U	12.00	4.00	2.00	1
Jehan	R	13.00	8.00	4.00	2
Jewel Evil	R	15.00	11.00	4.00	2
Juxtapose	R	10.00	6.00	3.00	1
Karakas	U2	5.40	3.50	1.00	2
Kassner the Lone Wolf	U	8.00	4.00	2.00	1
Keepers of the Faith	C2	8.00	0.50	0.20	1
Kis Takahashi	R	10.00	6.00	2.50	2
Kitten Bees	R	14.00	8.00	5.00	2
Klamet	U	6.00	4.00	2.00	2
Knowledge Vault	R	12.00	10.00	5.00	2
Knebel Drill Sergeant	U	8.00	6.00	2.50	1
Kubold Overlord	R	15.00	10.00	5.00	2
Kubold Taskmaster	U	6.00	6.00	2.00	1
Kubolds of Kher Keep	C2	10.00	1.00	0.50	1
Kyr Shield	U	10.00	4.00	2.00	1
Lady Calera	R	15.00	9.00	3.00	2
Lady Evangela	R	15.00	10.00	5.00	2
Lady of the Mountain, Thel	U	5.00	4.00	2.00	1
Land Orcs	U	8.00	4.00	2.00	1
Land Equilibrium	R	20.00	14.73	4.00	2
Land Tax	U	10.00	7.00	2.50	3
Land's Edge	R	12.00	10.00	5.00	2
Lesser Werewolf	U	12.00	4.00	2.00	1
Life Chisel	U2	15.00	4.00	2.00	1
Life Mains	R	12.00	10.00	5.00	2
Lifeblood	R	15.00	10.00	4.49	2

Item	High	Med	Low	TR	*
Part Water	U	5.00	3.00	2.00	1
Paveli Mabbu	U	5.00	3.00	1.00	1
Pendelhaven	U2	10.00	4.00	2.00	2
Petra Sphinx	R	10.00	6.14	3.00	1
Prt Scorpion	C2	2.60	0.75	0.20	1
Prize Queen	R	14.00	10.00	5.00	2
Planar Gate	R	15.00	10.00	3.00	2
Pradesh Gypsies	U	4.00	2.50	0.75	1
Presence of the Master	U	10.00	6.00	3.00	1
Primordial Ooze	U	3.00	2.00	1.00	1
Princess Lucrazia	U	4.00	3.00	2.00	1
Psionic Entity	R	10.00	6.50	1.00	1
Psychic Purge	C	3.00	1.00	0.20	1
Puppet Master	U	10.00	3.00	1.50	1
Pyrotechnics	C2	3.00	0.78	0.20	1
Quagmire	U	4.00	3.00	2.00	1
Quatum Trench, Gnomes	R	12.00	10.00	1.00	2
Rabid Wombat	U	10.00	4.00	2.00	1
Raiden Spirit	U	4.00	3.00	2.00	1
Raging Bull	C	15.00	0.75	0.20	1
Ragnar	R	12.00	10.00	5.00	2
Ramirez DePinto	U	15.00	4.00	2.00	1
Rampage, Gnomes	R	15.25	12.00	5.00	2
Rapid Fire	R	12.00	10.00	5.00	2
Rampaging Gnomes	R	15.00	10.00	3.00	2
Rebirth	R	10.00	6.00	3.00	1
Resall	R	15.00	10.00	4.00	2
Reel Mana Battery	U	5.00	3.50	2.00	1
Reincarnation	U	4.00	3.00	1.00	1
Relic Banner	U2	6.00	4.00	1.00	2
Relic Bird	U	4.00	3.00	2.00	1
Remove Enchantments	C	2.00	0.75	0.20	1
Remove Soul	C2	10.00	0.50	0.20	1
Reset	U	8.00	5.00	2.00	1
Revelation	R	10.00	7.50	5.00	1
Reverberation	R	15.00	10.00	3.00	2
Righteous Avengers	U	10.00	4.00	2.00	1
Ring of Immortals	R	14.00	10.00	5.00	2
Riven Turnbul	U	4.00	3.00	1.00	1
Rivergah of Kher Keep	R	15.00	12.00	4.49	2
Rothma, Sealsinger	R	10.20	7.75	3.00	2
Rust	C2	3.00	0.75	0.20	1
Sea King's Blessing	U	4.00	3.00	2.00	1
Sealants' Quay	U	5.00	3.00	1.00	1
Seiken	U	8.00	3.00	2.00	1
Seignior's Lamentation	U	3.78	2.00	1.00	1

ANTIQUITIES					
Complete Set	\$350.00	\$265.00	\$200.00	5	
Booster Display	\$60.00	\$50.00	\$30.25	4	
Booster Pack	\$25.00	\$21.00	\$10.00	4	1.00
Typical Common	\$1.00	\$0.50	\$0.25	1	

Aeysha Tanaka	R	10.00	6.00	3.00	2
Azure Drake	U	4.00	3.00	2.00	1
Backdraft	U	4.00	3.00	2.00	1
Backfire	U	3.30	3.00	1.00	1
Barbary Apes	C	3.00	0.90	0.20	1
Barthowth Warbeard	U	12.00	4.00	2.00	1
Barral Runeweave	R	15.00	10.00	3.00	2
Beasts of Reapondun	U	4.00	3.00	1.00	1
Black Mana Battery	U	5.00	3.95	1.00	1
Blazing Effigy	C2	3.00	0.88	0.30	1
Blight	U	4.00	3.00	2.00	1
Blind Lust	U	4.10	3.00	2.00	1
Blue Mana Battery	U	5.00	3.73	1.00	1
Broomwing	C0	10.00	0.88	0.20	1
Burn Devolution	R	15.00	10.00	3.00	2
Burn Hag	U	4.00	3.00	2.00	1
Burned Horse	R	10.00	6.00	2.50	1
Carion Ants	R	7.25	6.00	3.00	2
Cat Warriors	C2	10.00	0.50	0.20	1
Cathedral of Serra	U	4.00	3.00	1.00	1
Chambers of Despair	R	15.00	10.00	2.00	1
Chain Lightning	C2	10.00	4.00	2.95	2
Chairs of Megaphosphores	R	25.00	17.95	8.00	3
Charmarm	R	16.00	12.00	3.00	2
Cleavage	R	20.00	15.00	5.00	2
Clarity, Holy Nimbus	C2	2.00	0.75	0.20	1
Cocoon	U	4.00	3.00	2.00	1
Concordant Crossroads	R	10.00	6.00	3.00	2
Cosmic Horror	R	10.00	6.00	3.00	1
Craw Gnat	U	6.00	4.00	1.00	1
Crevassa	U	5.00	3.00	2.00	1
Crimson Manticores	R	10.00	6.00	1.00	1
Crookshank Kobolds	C2	2.00	1.00	0.50	1
Cyclopean Mummy	C2	6.00	0.75	0.20	1
Dakkon Blackblade	R	15.00	10.00	3.00	2
Darkest	C	3.00	1.00	0.30	1
D'Aenart Archer	C2	2.00	0.50	0.20	1
Deadfall	U	4.00	3.00	1.00	1
Demonic Torment	U	8.00	4.00	2.00	1
Devouring Deep	C2	8.00	1.00	0.20	1
Dismayment	R	7.00	9.00	1.00	2
Dive Intervention	R	14.00	10.00	5.00	2
Divine Offering	C2	3.00	0.50	0.20	1
Olivine Transformation	R	10.00	6.00	1.00	2
Dream Cast	U	4.00	3.00	2.00	1
Darkwood Boars	C2	8.00	0.75	0.20	1
Deceitful Song	U	8.00	3.00	2.00	1
Elder Land Warm	R	10.00	7.00	4.00	1
Elven Spiders	R	10.00	7.50	1.00	1
Elven Riders	R	8.50	6.00	1.00	1
Energy Tap	C2	2.00	0.75	0.20	1
Equinox	C	22.00	2.00	0.50	1
Eternal Warrior	U	4.00	2.50	1.00	1
Euroka	R	40.00	29.75	4.00	3
Evil Eye of Orme-by-Gore	U	10.00	4.00	2.00	2
Fallen Angel	U	8.00	5.00	2.00	2
Falling Star	R	10.20	9.75	5.00	2
Field of Dreams	R	15.00	10.00	6.00	2
Fire Spirites	C2	1.25	1.00	0.30	1
Firestorm Phoenix	R	25.00	19.00	3.00	2
Flash Counters	C2	3.00	1.00	0.20	1
Floral Souzoun	U	8.00	3.00	2.00	1
Force Splice	C2	2.00	1.00	0.30	1
Ferretthought Amulet	R	12.00	10.00	3.00	2
Fortified Arms	U	8.00	2.00	1.00	1
Frost Giant	U	5.00	3.00	1.00	1
Gabriel Angelism	R	10.00	8.00	4.00	2
Guardlets of Chives	R	10.00	6.00	1.00	1
Glyph of Life	C2	10.00	1.00	0.30	1
Glyph of Reincarnation	C	15.00	1.00	0.30	1
Glossy Dirk	R	15.00	9.50	3.00	2
Gravety Sphere	R	25.00	19.00	5.00	2
Great Defender	U	5.00	3.00	2.00	1

Item	High	Med	Low	TR	%	Item	High	Med	Low	TR	%	Item	High	Med	Low	TR	%	Item	High	Med	Low	TR	%		
Syphon Seal	C2	0.00	1.50	0.00	1	0.25	City of Shadows	U	5.00	3.00	1.00	1	Witch Hunter	U	5.00	5.00	1.00	0	Ashen Ghoul	U	2.00	1.00	0.50	1	
Taboracle: Periled Vale, The	R	30.00	20.00	5.00	4		Cleansing	U	0.00	3.20	1.00	1	0.20	Worms of the Earth	U	4.25	3.00	1.00	0	Avalanche	U	1.00	1.00	0.25	1
Tacklemaggot	U	15.00	3.00	2.00	1		Coal Golem	U2	2.00	2.00	1.00	1		Wormwood Treefolk	U	4.00	2.00	1.00	1	Baldurian Conqueror	U	1.00	1.00	0.25	1
Telekinesis	R	10.00	10.00	3.00	2		Curse Artifact	U2	2.00	1.50	0.50	1	0.15						Baldurian Hydra	R	0.00	4.00	2.00	1	
Teleport	R	10.00	6.00	1.00	1		Dance of Many	U	0.00	3.00	1.00	1						Baton of Morale	U	1.00	1.00	0.25	1		
Tempest Effreet	R	10.00	6.00	2.50	1		Dark Heart of the Wood	C3	0.00	0.25	0.10	1						Battle Cry	U	1.00	1.00	0.25	1		
Tetsuo Umezawa	R	20.00	15.15	7.00	2	0.15	Dark Sphere	U2	2.00	2.00	1.00	1						Binding Grasp	U	1.50	1.00	0.40	1		
Thunder Spirit	R	30.00	22.00	8.00	3		Diabolic Machine	U2	2.00	1.00	0.50	1						Black Scarab	U	1.00	1.00	0.25	1		
Time Elemental	R	15.00	12.00	5.00	2	2.00	Eater of the Dead	U2	4.00	2.00	1.00	1						Blowing Spirit	R	0.00	5.73	3.00	2	0.25	
Tobias Andrien	U	0.00	3.00	2.00	1		Electric Eel	U2	2.00	1.00	0.50	1						Blizzard	R	4.00	3.00	1.00	1		
Tofaria	U2	5.00	3.00	2.00	2		Elves of Deep Shadow	U2	4.00	2.00	1.00	1						Blue Scarab	U	1.00	1.00	0.25	1		
Tor Waski	U	4.00	3.00	2.00	1		Eternal Flame	U	4.00	3.00	1.00	1						Brand of Ill Omen	R	4.00	3.00	1.00	1		
Torston von Urkau	U	4.00	3.00	2.00	1	0.30	Exorcist	U	0.00	6.00	1.00	1						Breath of Dreams	U	1.00	1.00	0.25	1		
Touch of Darkness	U	4.00	3.00	2.00	1		Faunting	U2	3.00	1.50	0.50	1	0.25					Brushland	R	0.00	5.00	3.00	3		
Transmutation	C	2.00	0.50	0.20	1		Follower Stone	U2	4.00	2.25	1.00	1	0.13					Call to Arms	R	4.00	3.00	1.00	1		
Trassick Egg	R	10.00	8.00	1.00	1		Fire and Brimstone	U2	3.00	1.50	0.50	1						Carroub Range	R	4.00	3.00	2.00	1		
Tukuri Deathlock	R	15.00	10.00	5.00	2		Fire Drake	U2	2.00	1.00	0.50	1						Celestial Sword	U	4.00	3.00	1.00	1		
Tundra Wolves	C2	10.00	0.75	0.20	1		Flood	U2	3.00	1.00	0.50	1						Centaur Archer	U	1.00	1.00	0.40	1		
Typhoon	R	12.00	10.00	1.00	2		Fountain of Youth	U2	2.00	1.50	0.50	1	0.25					Chaos Lord	R	5.00	3.00	1.75	1		
Underfoot	U	10.00	3.00	2.00	1		Frankenstein's Monster	U	0.00	5.00	3.00	1						Chaos Moon	R	4.00	3.00	1.00	1		
Underworld Dreams	U	30.00	25.00	3.00	3		Gaea's Touch	C3	1.00	0.25	0.10	1						Chromatic Armor	R	4.00	3.00	1.50	1		
Unholy Citadel	U	20.00	3.00	1.00	1		Ghost Ship	C3	0.75	0.25	0.10	1						Gold Snap	U	1.00	1.00	0.25	1		
Unstained Wilds	U	4.00	3.00	2.00	1		Goblin Caves	C3	1.00	0.25	0.10	1						Conquer	U	2.00	1.00	0.40	1		
Urborg	U2	10.00	4.00	2.00	2		Goblin Wizard	U2	0.00	5.00	2.00	1						Counterspell	C	0.40	0.15	0.10	0		
Ur-Drage	R	15.00	8.00	3.50	2	1.00	Goblin Robbers	U	0.00	4.00	1.00	1						Crown of the Ages	R	5.00	4.00	1.99	1		
Voevices Asmed	R	10.00	12.00	5.00	2		Hallowed Path	U	0.00	3.75	1.50	1	0.25					Curse of Marit Lage	R	4.00	3.00	1.00	1		
Vampire Bats	C2	10.00	0.00	0.20	1	0.13	Inferno	U	0.00	5.00	2.00	1						Dance of the Dead	U	2.00	1.00	0.40	1		
Visions	U	4.00	3.00	1.00	1		Knights of Thorn	U	1.00	4.00	1.00	1						Deflection	R	12.00	8.00	4.00	3		
Voodoo Doll	R	10.00	6.00	2.00	1		Leviathan	U	0.00	5.05	3.00	2	0.05					Demonic Consultation	U	1.00	1.00	0.40	1		
Walking Dead	C	0.00	1.00	0.20	1	0.10	Living Armor	U2	2.00	1.00	0.50	1						Despicie Scepter	R	4.00	3.00	1.75	1		
Wall of Dust	U	2.00	2.00	1.00	1		Lurker	U	5.00	3.00	1.00	1	0.50					Diabolic Vision	U	1.30	1.00	0.40	1		
Wall of Earth	C2	2.00	0.75	0.20	1	0.13	Mana Clash	U	4.00	3.00	1.00	1	0.02					Dread Wight	R	4.00	3.00	1.50	1		
Wall of Light	U	4.00	3.00	1.00	1		Mana Vault	U	5.00	3.70	1.00	1	0.30					Dreams of the Dead	U	1.00	1.00	0.25	1		
Wall of Opposition	R	10.00	5.50	2.00	1	0.50	Martyr's Cry	U	0.00	3.00	1.00	1						Drift of the Dead	U	1.00	1.00	0.25	1		

FALLEN EMPIRE

Complete Set	\$55.00	\$49.99	\$30.00	2
Booster Display	80.00	60.00	35.00	2
Booster Pack	1.50	1.45	1.00	1
Typical Common	0.25	0.10	0.05	1

Amulet	U	\$3.00	\$1.50	\$0.50	1	0.10	Blue Scarab	U	1.00	1.00	0.25	1
Balm of Restoration	U	2.00	1.00	0.50	1		Brand of Ill Omen	R	4.00	3.00	1.00	1
Bottomless Vault	U	4.00	2.50	1.00	1		Breath of Dreams	U	1.00	1.00	0.25	1
Brooding Pit	U3	3.00	2.00	0.50	1		Brushland	R	0.00	5.00	3.00	3
Catch Her	U	2.00	1.00	0.50	1		Call to Arms	R	4.00	3.00	1.99	1
Deep Spawn	U3	1.50	1.00	0.50	1		Caribou Range	R	4.00	3.00	2.00	1
Dell's Cane	C	0.50	0.20	0.05	1	0.03	Celestial Sword	R	4.00	3.00	1.00	1
Dell's Cube	U	2.00	1.00	0.50	1		Centaur Archer	U	1.00	1.00	0.40	1
Derelict	U1	4.00	2.72	1.00	2	0.16	Chaos Lord	R	5.00	3.00	1.75	1
Dracorian Cylar	U	3.00	1.50	0.50	1		Chaos Moon	R	4.00	3.00	1.00	1
Dwarven Armorer	U	2.00	1.00	0.25	1		Chromatic Armor	R	4.00	3.00	1.50	1
Dwarven Catapult	U3	2.00	1.00	0.50	1		Cold Snap	U	1.00	1.00	0.25	1
Dwarven Field	U	4.00	2.25	0.75	1		Conquer	U	2.00	1.00	0.40	1
Dwarven Lieutenant	U3	1.50	0.75	0.50	1		Counterspell	C	0.40	0.15	0.10	0
Dwarven Raider	U2	2.00	1.00	0.50	1		Crown of the Ages	R	5.00	4.00	1.99	1
Ebon Protector	U1	3.50	2.00	1.00	1		Curse of Marit Lage	R	4.00	3.00	1.00	1
Ebon Stronghold	U2	2.00	1.00	0.50	1		Dance of the Dead	U	2.00	1.00	0.40	1
Ebon Tyrant	U	2.00	1.00	0.50	1		Deflection	R	12.00	8.00	4.00	3
Elvish Farmer	U	3.00	2.00	1.00	1		Demonic Consultation	U	1.00	1.00	0.40	1
Elvish Priest	U3	1.50	0.50	0.50	1	0.13	Despotic Scepter	R	4.00	3.00	1.75	1
Farrar's Mantle	U3	1.50	0.75	0.50	1		Diabolic Vision	U	1.30	1.00	0.40	1
Feral Thrill	U3	2.00	1.00	0.50	1		Dread Wight	R	4.00	3.00	1.50	1
Fungal Bloom	U	4.00	2.00	1.00	1		Dreams of the Dead	U	1.00	1.00	0.25	1
Goblin Flotilla	U	3.00	1.50	0.50	1		Drift of the Dead	U	1.00	1.00	0.25	1
Goblin Grenade	C3	0.50	0.25	0.10	1		Drought	U	1.00	1.00	0.40	1
Goblin Kites	U3	1.50	0.80	0.50	1		Dwarven Armory	R	4.00	3.00	1.50	1
Goblin Warriors	U	4.00	3.00	2.00	1		Earthlink	R	4.00	3.00	1.75	1
Hand of Justice	U	5.00	4.00	2.00	1		Elder Druid	R	5.00	3.00	1.75	1
Hallowed Battleground	U3	2.00	1.00	0.50	1		Elemental Augury	R	4.00	3.00	1.99	1
Harnum	U3	1.50	0.80	0.50	1	0.14	Elvish Bottle	R	4.00	3.00	1.75	1
Hollow Trees	U	3.50	2.00	0.85	1		Enduring Renewal	R	7.00	5.00	2.00	2
Honard Shaman	U	2.00	1.00	0.50	1		Energy Storm	R	5.00	3.00	2.00	1
Honard Spawning Bed	U3	2.00	1.00	0.50	1		Essence Vortex	U	1.00	1.00	0.25	1
Hymn to Jourach	C4	0.75	0.25	0.10	1		Fanatical Fever	U	1.00	1.00	0.25	1
Isarian Lieutenant	U	3.00	1.50	0.50	1	0.20	Fery Justice	U	4.00	3.00	1.75	1
Isarian Phalanx	U3	1.50	0.80	0.50	1		Fire Covenant	U	1.00	1.00	0.40	1
Isarian Priest	U3	1.50	0.80	0.50	1		Flame Spirit	U	1.00	1.00	0.25	1
Isarian Stormshards	U3	3.00	1.85	0.50	1	0.15	Flooded Woodlands	R	4.00	3.00	1.50	1
Isarian Stone	U	4.00	2.25	1.00	1		Flow of Maggots	R	4.00	3.00	1.00	1
Isarian Town	U	4.00	2.50	1.00	1	0.25	Forbidden Lore	R	4.00	3.00	1.50	1
Implement of Silence	U	2.00	1.00	0.50	1		Force Void	U	1.00	1.00	0.25	1
Orish Captain	U3	2.00	1.00	0.50	1	0.11	Forgotten Lore	U	1.00	1.00	0.40	1
Order of Luthur	C3	1.00	0.25	0.05	1		Formation	R	4.00	3.00	1.00	1
Order of the Elden Hand	C3	1.00	0.25	0.05	1		Freya's Supplicant	U	1.00	1.00	0.25	1
Orny	U	5.00	3.00	0.50	2		Freya's Charm	U	1.00	1.00	0.25	1
Ranking Party	U3	1.50	0.95	0.50	1		Freya's Wind	R	4.00	3.00	1.00	1
Rainbow Vale	U	3.00	2.00	0.50	1		Fumalele	U	1.00	1.00	0.40	1
Ring of Renewal	U	2.00	1.50	0.50	1		Fyndhorn Bow	U	1.00	1.00	0.25	1
River Mariluk	U	3.00	2.00	1.00	1		Fyndhorn Elder	U	1.70	1.00	0.40	1
Ruins of Trokai	U2	2.00	1.00	0.50	1		Fyndhorn Pollen	R	4.00	3.00	1.50	1
Sand Siles	U	3.50	2.50	1.00	1	0.13	Game of Chaos	R	4.00	3.00	1.00	1
Scavenger	U3	2.00	1.00	0.50	1		General Jakled	R	5.00	3.00	1.50	1
Soul Exchange	U3	1.50	0.95	0.50	1	0.06	Ghastly Flame	R	5.00	3.00	2.00	1
Spirit Maelstrom	U	2.00	1.00	0.50	1		Giant Trap Door Spider	U	1.00	1.00	0.40	1
Spore Flower	U3	2.00	1.00	0.50	1		Glacial Chasm	U	1.00	1.00	0.40	1
Suspicious Priest	U3	1.50	0.80	0.50	1		Glacial Crevasses	R	4.00	3.00	1.00	1
Suspicious Temple	U2	2.50	1.00	0.50	1		Glacial Wall	U	1.00	1.00	0.25	1
Thalid Devourer	U3	1.50	1.00	0.50	1		Glaciers	R	4.00	3.00	1.75	1
Thelonde Druid	U3	2.00	1.00	0.50	1		Goblin Lyre	R	4.00	3.00	1.00	1
Thelonde Monk	U	3.00	1.10	0.50	1	0.13	Goblin Mutant	U	1.00	1.00	0.40	1
Thelon's Chant	U3	1.50	1.00	0.50	1		Goblin Snowman	U	1.00	1.00	0.40	1
Thelon's Curse	U	3.00	1.00	0.50	1		Granbyland	R	4.00	3.00	1.00	1
Thrill Champion	U1	4.00	3.00	1.00	1		Green Scarab	U	1.00	1.00	0.25	1
Thrill Retainer	U3	1.50	1.00	0.50	1		Hallowed Ground	U	1.00	1.00	0.25	1
Thrill Wizard	U3	1.50	0.80	0.50	1	0.07	Halls of Mist	R	4.00	3.00	1.00	1
Tidal Influence	U3	1.50	0.80	0.50	1		Hecatombs	R	7.00	5.00	2.50	2
Tourach's Chant	U3	1.50	0.95	0.50	1		Hemette Talsman	U	1.00	1.00	0.25	1
Tourach's Gate	U1	2.25	1.30	0.50	1	0.13	Hipparion	U	1.00	1.00	0.25	1
Vodakan Knights	U	3.00	2.00	0.50	1		Hot Springs	R	4.00	3.00	1.50	1
Vodakan War Machine	U	3.00	1.25	0.50	1	0.10	Huacnican	U	1.00	1.00	0.25	1
Zelyon Sword	U	2.00	1.25	0.50	1	0.25	Hyalopterous Lemure	U	1.00	1.00	0.40	1
							Hydroblast	C	0.30	0.20	0.10	0
							Hyronal Roberts	U	1.00	1.00	0.40	1

MERCADIAN MASQUES | 121

Item		High	Med	Low	TR	Item		High	Med	Low	TR	Item		High	Med	Low	TR						
Dread Specter	U	1.00	0.75	0.25	1	Marble Diamond	U	2.00	1.00	0.50	1	Spectral Guardian	R	5.00	3.00	1.75	1	Keeper of Koskus	C	0.30	0.15	0.10	0
Dwarven Miner	U	2.00	0.75	0.25	1	Mare	R	0.00	0.00	3.00	3	Spirit of the Night	R	0.00	7.00	3.00	3	Koelus	R	0.00	4.00	2.00	1
Early Harvest	R	0.00	3.00	1.50	2	Meddle	U	1.00	0.75	0.25	1	Stager	U	2.00	1.00	0.50	1	Kyacu Drake	U	1.00	0.03	0.00	1
Elbow of Vitality	U	1.00	0.75	0.25	1	Melee Spirit	U	1.00	1.00	0.25	1	Subterranean Spirit	R	0.00	4.00	2.00	1	Lead-Belly Chimera	U	1.25	1.00	0.50	1
Emberwilde Caliph	R	0.00	3.00	2.00	1	Mind Bend	U	2.00	1.00	0.30	1	Survive	R	0.00	3.00	2.00	1	Lichenthrone	R	0.00	3.00	1.50	1
Emberwilde Dynn	R	0.00	4.00	2.00	1	Mind Harness	U	1.00	0.75	0.25	1	Superior Numbers	U	1.00	0.75	0.25	1	Lightning Cloud	R	0.00	4.00	2.00	1
Energy Bolt	R	0.00	3.50	2.00	1	Mindbender Spores	R	0.00	3.00	1.00	1	Suz'Ala Firewalker	U	2.00	1.00	0.50	1	Longbow Archer	U	2.00	1.00	0.50	1
Energy Vortex	R	0.00	3.00	2.00	1	Mire Shade	U	1.00	0.75	0.25	1	Tainted Specter	R	0.00	3.00	1.75	1	Magma Mine	U	0.00	1.00	0.50	1
Enlightened Tutor	U	3.00	1.00	0.50	1	Misery Cage	R	0.00	3.00	2.00	1	Tarwaik	R	2.00	4.00	2.00	2	Man-o'-War	C	0.50	0.20	0.10	0
Ersatz Gnomes	U	1.00	0.90	0.25	1	Mist Dragon	R	0.00	0.00	3.00	3	Teeka's Dragon	R	0.00	6.00	2.00	2	Master Golem	U	1.00	0.00	0.00	1
Ether Well	U	1.00	0.75	0.25	1	Moss Diamond	U	2.00	1.00	0.50	1	Teller's Isle	R	0.00	3.00	1.50	1	Miraculous Recovery	U	1.00	1.00	0.50	1
Ethereal Champion	R	0.00	3.00	1.00	1	Mountain Valley	U	2.00	0.75	0.50	1	Teller's Isle	R	0.00	3.00	1.00	1	Mob Mentality	U	1.00	0.05	0.00	1
Fallow Earth	U	1.00	0.75	0.25	1	Mtenda Griffin	U	2.00	0.00	0.25	1	Tellin Tor	R	0.00	3.00	2.00	1	Mundus	U	1.50	1.00	0.50	1
Favorable Destiny	U	1.00	0.75	0.25	1	Mtenda Lion	C	0.00	0.12	0.05	1	Tellin Tor's Darts	U	1.00	0.75	0.30	1	Natural Order	R	0.00	4.13	2.00	2
Ferret Archers	U	2.00	1.00	0.25	1	Mystical Tutor	U	2.00	1.00	0.50	1	Tellin Tor's Edict	U	1.00	3.00	1.50	1	Necromancy	U	2.00	1.00	0.50	1
Final Fortune	R	0.00	6.00	3.00	2	Natural Balance	R	0.00	4.00	2.00	3	Tidel Wave	U	1.00	0.75	0.25	1	Necrosavant	R	0.00	4.00	2.00	1
Fire Diamond	U	2.00	1.00	0.50	1	Nettletooth Dynn	U	2.00	1.00	0.50	1	Tombstone Stairwell	R	0.00	4.00	2.00	2	Nekrosant	U	0.00	2.00	0.50	2
Flame Elemental	U	1.00	0.75	0.25	1	Nocturnal Raid	U	1.00	0.75	0.25	1	Torrent of Lava	R	0.00	3.00	1.50	1	Ogre Enforcer	R	0.00	4.00	2.00	1
Flash	R	0.00	3.00	1.75	1	Null Chamber	R	0.00	4.00	1.75	1	Tropical Storm	U	1.00	0.75	0.25	1	Olivehammer	U	1.00	1.00	0.00	1
Flood Plain	U	1.00	0.75	0.50	1	Painful Memories	U	1.00	0.75	0.25	1	Uktaite Wildcats	R	0.00	4.00	2.00	2	Peace Talks	U	1.50	1.00	0.50	1
Floodgate	U	1.00	0.75	0.25	1	Patagon Golem	U	1.00	0.75	0.25	1	Unerring Sting	U	1.00	0.75	0.25	1	Physician Marauder	R	0.00	3.20	1.99	1
Foratog	U	1.00	0.75	0.25	1	Paupers' Cage	R	0.00	3.00	2.00	1	Unfulfilled Desires	R	0.00	3.00	1.50	1	Pillar Tombs of Alou	R	0.00	4.50	2.00	1
Forbidden Crypt	R	0.00	3.00	1.00	2	Pearl Dragon	R	0.00	3.00	3.00	2	Unseen Walker	U	1.00	0.75	0.25	1	Prosperity	U	2.00	1.00	0.50	1
Forlorn Wastes	R	0.00	5.00	2.00	2	Physician Dreadnought	R	0.00	7.00	3.00	3	Uyayee Bee Sting	U	1.00	0.75	0.25	1	Pygmy Hippo	R	0.00	4.00	2.00	1
Frantic Frost	R	0.00	4.25	2.00	4	Physician Purg	R	0.00	3.00	1.75	1	Uyayee Griffin	U	1.00	0.75	0.25	1	Quickad	U	2.00	1.00	0.50	1
Goblin Scouts	U	1.00	0.75	0.25	1	Physician Tribute	R	0.00	3.00	1.75	1	Vaporous Djinn	U	1.00	0.75	0.25	1	Quaran Druid	R	0.00	4.00	2.00	1
Goblin Soothsayer	U	1.00	0.75	0.25	1	Physician Vault	U	1.00	0.75	0.25	1	Venifactor Beetle	R	0.00	3.00	2.00	1	Quaran Ranger	C	0.30	0.15	0.10	0
Grasslands	U	1.00	0.75	0.50	1	Political Trickery	R	0.00	4.00	1.75	2	Vigilant Martyr	U	1.00	0.75	0.25	1	Rainbow Elf	R	0.00	5.00	2.00	3
Grim Feast	R	0.00	3.00	1.75	1	Polymorph	R	0.00	3.40	2.00	1	Vitalizing Cascade	U	1.00	0.75	0.25	1	Relentless Assault	R	12.00	8.00	3.00	2
Griming Totem	R	0.00	0.00	2.50	3	Preferred Selection	R	0.00	3.00	1.75	1	Volcanic Cascade	R	0.00	6.00	3.00	3	Relic Ward	U	1.00	0.03	0.00	1
Hakim, Loreweaver	R	0.00	3.00	2.00	1	Prismatic Bean	U	1.00	0.75	0.25	1	Volcanic Dragon	R	0.00	6.00	3.00	3	Retribution of the Monk R	R	0.00	4.00	2.00	1
Hall of Gerstene	R	0.00	4.00	2.00	2	Prismatic Lace	R	0.00	3.00	1.75	1	Volcanic Geyser	U	2.00	1.00	0.25	1	Righteous War	R	0.00	4.00	2.00	1
Hammer of Bogardan	R	0.00	12.00	5.00	4	Psychic Transfer	R	0.00	3.20	1.50	1	Waiting on the Woods	R	0.00	3.50	1.99	1	River Ben	C	0.50	0.20	0.10	0
Harpinger of Night	R	0.00	3.00	1.00	1	Psychic Transfer	R	0.00	3.20	1.50	1	Wall of Roots	C	0.00	0.12	0.05	1	Raven	R	0.00	4.00	2.00	1
Harbor Guardian	U	1.00	0.75	0.25	1	Purgatory	R	0.00	3.00	1.50	1	Warping Worm	R	0.00	3.00	1.75	1	Sands of Time	R	0.00	4.00	2.00	2
Harmattan Elf	U	1.00	0.75	0.25	1	Purify of Urborg	R	0.00	3.00	1.00	1	Wave Elemental	U	1.00	0.75	0.25	1	Scalebane's Elite	U	1.50	1.00	0.50	1
Haunting Apparition	U	1.00	0.75	0.25	1	Quaran Elms	C	0.00	0.10	0.05	1	Wellspring	R	0.00	3.00	1.75	1	Shimmering Elf	U	1.25	1.00	0.50	1
Hazender Drake	U	1.00	0.75	0.25	1	Radiant Essence	U	1.00	0.75	0.25	1	Wildfire Emissary	U	2.00	1.00	0.50	1	Slimen	U	1.00	0.03	0.00	1
Hives of the Scale	R	0.00	3.00	1.00	1	Rashida Scalebane	R	0.00	4.00	2.00	1	Windranger Falcon	U	1.00	0.75	0.25	1	Snake Basket	R	0.00	5.05	3.00	3
Horrible Hordes	U	1.00	0.75	0.25	1	Ravenous Vampire	U	2.00	1.00	0.25	1	Withering Boom	U	1.00	0.75	0.25	1	Spitting Drake	U	1.00	0.00	0.30	1
Igneous Golem	U	1.00	0.75	0.25	1	Razor Pendulum	R	0.00	3.00	1.00	1	Worldly Tutor	U	2.00	1.00	0.50	1	Squandered Resources R	R	0.00	4.75	3.00	3
Illust Auction	R	0.00	3.00	1.50	1	Reckless Embodiment	R	0.00	3.00	1.75	1	Yare	R	0.00	3.00	1.75	1	Stampeding WildebeestsU	U	2.00	1.00	0.50	1
Illumination	U	1.00	0.75	0.25	1	Reflect Damage	R	0.00	4.00	2.00	1	Zebra Unicorn	U	1.00	0.75	0.25	1	Suleiman's Legacy	R	0.00	4.00	2.00	2
Inconceivable	C	0.00	0.15	0.05	1	Reign of Chaos	U	1.00	0.75	0.25	1	Zhairim Commander	U	1.00	0.75	0.25	1	Summer Bloom	U	1.25	1.00	0.50	1
Infernal Contract	R	0.00	4.00	1.00	2	Reign of Terror	U	1.00	0.75	0.25	1	Zirkon of the Claw	R	0.00	4.00	2.00	1	Suz'Ala Assassin	U	1.25	0.93	0.50	1
Iron Tusk Elephant	U	1.00	0.75	0.25	1	Reparations	R	0.00	3.00	1.00	1	Zombie Mob	U	1.00	0.75	0.25	1	Suz'Ala Lancer	C	0.30	0.15	0.10	0
Jabari's Influence	R	0.00	3.00	2.00	1	Rock Basilisk	R	0.00	3.00	1.50	1	Zubert, Golden Feather	R	0.00	3.49	2.00	1	Talrium Piper	U	1.00	0.00	0.30	1
Jotrael's Centaur	C	0.00	0.12	0.05	1	Rocky Tar Pit	U	2.00	0.75	0.50	1							Teller's Honor Guard	U	1.00	0.03	0.00	1
Jungle Patrol	R	0.00	3.00	1.50	1	Roots of Life	U	1.00	0.75	0.25	1							Teller's Puzzle Box	R	0.10	4.00	2.00	1
Jungle Trill	U	1.00	0.75	0.25	1	Sacred Mesa	R	0.00	7.25	2.00	2							Teller's Realm	R	0.00	3.00	1.99	1
Kaervek's Hex	U	1.00	0.75	0.25	1	Sand Golem	U	1.00	0.75	0.50	1							Tempest Drake	U	1.50	1.00	0.50	1
Kaervek's Punga	U	1.00	0.75	0.25	1	Savage Twister	U	2.00	1.00	0.30	1							Three Wishes	R	0.00	4.00	2.00	1
						Severed Mantle	R	0.00	3.00	1.00	1												
						Severed Mantle	R	0.00	3.00	1.00	1												
						Severed Mantle	R	0.00	3.00	1.00	1												
						Severed Mantle	R	0.00	3.00	1.00	1												
						Severed Mantle	R	0.00	3.00	1.00	1												
						Severed Mantle	R	0.00	3.00	1.00	1												
						Severed Mantle	R	0.00	3.00	1.00	1												
						Severed Mantle	R	0.00	3.00	1.00	1												
						Severed Mantle	R	0.00	3.00	1.00	1												
						Severed Mantle	R	0.00	3.00	1.00	1												
						Severed Mantle	R	0.00	3.00	1.00	1												
						Severed Mantle	R	0.00	3.00	1.00	1												
						Severed Mantle	R	0.00	3.00	1.00	1												
						Severed Mantle	R	0.00	3.00	1.00	1												
						Severed Mantle	R	0.00	3.00	1.00	1												
						Severed Mantle	R	0.00	3.00	1.00	1												
						Severed Mantle	R	0.00	3.00	1.00	1												
						Severed Mantle	R	0.00	3.00	1.00	1												
						Severed Mantle	R	0.00	3.00	1.00	1												
						Severed Mantle	R	0.00	3.00	1.00													

ALLEGIANCE GAMES

David Gerrard

NORTHWEST

Our customers absolutely love the Sixth Edition rules. They especially enjoy the way combat works now; it seems more "hand-to-hand," so to speak.

The Rath Cycle leaving Standard is not a joyous occasion for most players. Their decks include Rath Cycle cards, and will have to be redesigned. Still, they realize why the changes are necessary and have learned to accept it.

Kaervek's Torch	C	0.00	0.12	0.05	1	0.02
Karoo Meerkat	U	1.00	0.75	0.25	1	
Kukensara Pirates	R	0.00	3.00	1.50	1	
Lead Golem	U	1.00	0.75	0.25	1	
Leering Gargoyle	R	0.00	3.00	1.50	1	
Lion's Eye Diamond	R	0.00	4.00	2.00	2	0.50
Locust Swarm	U	1.00	0.75	0.25	1	
Lure of Prey	R	0.00	3.00	1.75	1	
Malignant Growth	R	0.00	3.00	1.00	1	
Mana Prism	U	1.00	0.75	0.25	1	
Mangara's Blessing	U	2.00	1.00	0.25	1	
Mangara's Equity	U	1.00	0.75	0.25	1	
Mangara's Tome	R	0.00	3.00	1.00	1	

Sealed Fate	U	2.00	0.00	0.25	1	0.24
Seeds of Innocence	R	0.00	3.00	1.75	1	
Shadowbane	U	1.00	0.00	0.25	1	0.24
Shallow Grave	R	0.00	4.00	2.00	2	
Shauku, Endbringer	R	0.00	3.00	1.75	1	
Shauku's Minion	U	2.00	0.75	0.25	1	
Shimmer	R	0.00	4.00	1.00	1	0.50
Silver Jubilee	R	0.00	3.00	1.50	1	
Sirocco	U	1.00	0.00	0.25	1	0.24
Sky Diamond	U	2.00	1.00	0.50	1	
Soul Echo	R	0.00	3.00	2.00	1	
Soul Rend	U	1.00	0.75	0.25	1	
Spatial Binding	U	1.00	0.75	0.25	1	

VISIONS

Complete Set	\$175.00	\$150.00	\$85.00	3
Booster Display	20.00	95.00	00.00	3
Booster Pack	4.00	2.99	2.05	2
Typical Common	0.05	0.14	0.10	0

Item		High	Med	Low	TR	AV	Item		High	Med	Low	TR	AV
Downdraft	U	1.00	1.00	0.50	0	0.08	Avenge Anger	R	6.30	5.00	3.00	2	0.25
Dwarven Thaumaturgist	R	6.50	3.00	1.50	1	0.13	Barbed Silver	U	1.50	1.00	0.50	1	0.13
Empyrian Armor	C	0.50	0.20	0.05	0	0.05	Bellowing Fiend	R	4.00	3.00	1.75	1	0.13
Ertalis Familiar	R	5.00	3.00	1.50	2	0.13	Benthic Behemoth	R	5.00	3.50	2.00	2	0.50
Fallow Worm	U	2.00	1.00	0.50	0	0.08	Beil	U	2.50	1.00	0.50	1	0.13
Familiar Ground	U	1.00	1.00	0.50	0	0.08	Booby Trap	R	3.00	2.25	3.00	1	0.25
Fervor	R	7.00	5.00	1.75	1	0.13	Bottle Gnomes	U	3.00	2.00	0.90	2	0.13
Feasting Evil	U	1.50	1.00	0.25	0	0.20	Beauty Hunter	R	0.50	5.00	2.50	1	0.13
Fire Whip	C	0.50	0.17	0.05	0	0.05	Caldera Lake	R	6.00	4.38	3.00	2	0.63
Firestorm	R	8.00	8.00	2.00	3	0.13	Canyon Drake	R	4.00	3.00	2.00	1	0.13
Fortisun Brigade	U	1.00	1.00	0.50	0	0.18	Canyon Wildcat	C	0.50	0.15	0.05	0	0.10
Fungus Elemental	R	5.00	3.00	1.75	1	0.13	Capelin	C	0.50	0.25	0.05	0	0.10
Gaea's Blessing	U	3.00	1.00	0.50	2	0.50	Carionette	R	5.00	3.70	1.00	1	0.30
Gallowbraid	R	8.00	4.00	2.00	1	0.13	Chaotic Gas	R	4.00	3.00	1.75	1	0.13
Genestone Mine	U	4.00	2.99	0.50	3	0.01	Charging Rhino	U	1.00	1.00	0.50	1	0.13
Gerard's Wisdom	U	2.00	1.00	0.50	0	0.13	Chill	U	2.00	1.00	0.75	2	0.13
Goblin Bomb	R	0.00	4.00	1.75	1	0.13	Choke	U	2.00	1.00	0.50	1	0.13
Goblin Gladiators	U	1.00	1.00	0.25	0	0.20	Chlor Marsh	U	1.00	1.00	0.50	1	0.13
Heart of Bogardan	R	0.00	4.00	2.00	1	0.13	Clary on-Vac	C	0.50	0.20	0.05	0	0.05
Heat Stroke	R	0.00	3.00	1.50	1	0.13	Clef Silver	C	0.50	0.15	0.05	0	0.10
Hidden Horror	U	2.00	1.00	0.50	0	0.13	Coercion	C	0.50	0.15	0.05	0	0.10
Hurler Shaman	U	1.00	1.00	0.25	0	0.20	Coffin Queen	R	0.00	5.00	3.00	2	0.13
Intense Inbute	R	0.00	3.99	2.00	1	0.40	Cold Storage	R	4.00	3.30	2.00	1	0.13
Inner Sanctum	R	6.00	3.00	1.75	1	0.13	Commander Green	R	10.00	7.00	4.00	2	0.13
Jabari's Banner	U	1.00	1.00	0.50	0	0.08	Carpas Dance	R	4.00	5.00	3.00	3	0.13
Lava Hounds	U	1.50	1.00	0.25	0	0.08	Counterspell	C	0.50	0.25	0.05	0	0.05
Liege of the Hollows	R	5.00	3.00	1.75	1	0.13	Grazed Armadon	R	5.00	3.00	1.75	1	0.13
Llanowar Behemoth	U	1.00	1.00	0.50	0	0.13	Curse Scroll	R	25.00	15.00	0.50	5	0.13
Lotus Vale	R	10.00	10.00	0.00	3	0.13	Dark Banishing	C	0.00	0.15	0.05	0	0.10
Mana Web	R	7.00	5.00	2.00	1	0.13	Dark Ritual	C	0.00	0.20	0.05	0	0.05
Martian of Kald	R	0.00	5.50	2.00	1	0.13	Death Embrace	U	2.00	1.00	0.50	1	0.13
Master of Arms	U	1.00	1.00	0.25	0	0.08	Death Ghoul	U	1.50	1.00	0.50	1	0.01
Mind Stone	C	0.50	0.18	0.05	0	0.05	Death Horror	C	0.50	0.19	0.05	0	0.05
Mischewy Pottergeist	U	1.00	1.00	0.50	0	0.13	Death Mercenary	U	1.00	1.00	0.50	1	0.01
Mistmoon Griffin	U	1.00	1.00	0.50	0	0.08	Death Mindriper	U	1.50	1.00	0.50	1	0.13
Moonrider	P	5.00	4.00	1.50	1	0.13	Death Slayer	C	0.50	0.19	0.05	0	0.05
Mwomni's Ooze	R	5.00	3.00	1.75	1	0.13	Deadshot	R	4.00	3.00	1.50	1	0.13
Nature's Resurgence	R	5.00	3.00	1.75	1	0.13	Death Pits of Rath	R	6.00	4.00	2.00	1	0.13
Necrotag	U	1.50	1.00	0.50	0	0.13	Diabolic Edict	C	0.50	0.20	0.05	0	0.05
Noble Benefactor	U	1.00	1.00	0.50	0	0.08	Disintegrate Worm	U	7.50	5.00	3.00	2	0.05
Null Rod	R	5.00	4.00	4.00	1	0.13	Disarms	U	2.00	1.50	0.75	2	0.13
Odious Wrath	U	1.00	1.00	0.50	0	0.13	Dracoplasm	R	6.00	4.00	2.00	1	0.13
Optivian	C	0.50	0.17	0.05	0	0.05	Dread of Night	U	2.00	1.00	0.50	1	0.13
Orkish Settlers	U	2.00	1.00	0.50	0	0.13	Drugs of Sorrow	R	6.00	4.00	2.00	1	0.13
Paradigm Shift	R	5.00	3.00	1.75	1	0.13	Duplicity	R	5.00	4.00	1.00	1	0.13
Peacekeeper	R	0.00	4.25	2.00	1	0.25	Earthcraft	R	7.10	4.00	2.00	2	0.35
Pendrell Mists	R	0.00	4.37	2.00	2	0.12	Echo Chamber	R	6.00	4.00	1.75	1	0.13
Phantom Warrior	U	2.00	1.00	0.50	0	0.13	Eldarim Lord of Leaves	R	7.00	6.00	3.00	1	0.13
Physician Furnace	U	1.50	1.00	0.50	0	0.13	Eldarim's Vineyard	R	9.00	6.00	4.00	4	0.13
Psychic Vortex	R	5.00	3.00	1.75	1	0.13	Elven Warhounds	R	5.00	3.00	1.00	1	0.05
Releam	U	2.00	1.00	0.50	0	0.15	Elvish Fury	C	0.50	0.15	0.05	0	0.10
Revered Unicorn	U	1.00	1.00	0.50	0	0.13	Emerald Medallion	R	6.00	4.25	3.00	2	0.24
Roi-Hatching	U	1.00	1.00	0.50	0	0.10	Embossed Tome	R	5.00	3.40	1.75	2	0.05
Scorched Ruins	R	0.00	4.99	2.00	1	0.13	Enervator	R	5.00	3.00	1.00	1	0.13
Serenity	R	5.00	4.00	1.75	1	0.50	Enraging Lich	U	1.00	1.00	0.50	1	0.25
Serra's Blessing	U	2.00	1.00	0.50	0	0.13	Ertalis Meddling	R	5.00	4.00	1.00	1	0.13
Serrated Blacklion	U	2.00	1.00	0.50	0	0.13	Escaped Shapeshifter	R	5.00	4.00	1.75	1	0.13
Southern Paladin	R	7.00	4.50	2.00	1	0.13	Essence Bottle	U	1.00	1.00	0.50	1	0.13
Steel Golem	U	2.00	1.00	0.50	0	0.13	Evinrask's Justice	C	0.50	0.20	0.05	0	0.05
Strands of Night	U	1.00	1.00	0.50	0	0.18	Excavator	U	1.00	1.00	0.50	1	0.25
Straw Golem	U	1.00	0.90	0.50	0	0.15	Extinction	R	5.00	4.00	2.00	1	0.13
Sylvan Hierophant	U	1.00	1.00	0.50	0	0.15	Fevered Convulsions	R	5.00	4.00	1.75	1	0.13
Tariff	R	6.00	3.00	1.75	1	0.13	Field of Souls	R	6.00	4.00	3.00	1	0.10
Tefers's Veil	U	1.00	1.00	0.50	0	0.13	Fighting Drake	U	1.00	1.00	0.50	1	0.25
Thran Forge	U	1.00	1.00	0.25	0	0.08	Firefly	U	1.00	1.00	0.50	1	0.01
Thran Tame	R	8.00	3.00	1.50	1	0.13	Firestinger	C	0.50	0.19	0.05	0	0.05
Thunderbolt	C	0.50	0.20	0.05	0	0.13	Floating Drake	U	1.00	1.00	0.50	1	0.13
Thundermare	R	10.00	7.00	5.00	2	0.13	Pickering Ward	U	1.50	1.00	0.50	1	0.13
Timid Drake	U	1.00	1.00	0.25	0	0.20	Flowstone Salamander	U	1.00	1.00	0.50	1	0.13
Tokarian Entrancer	R	6.00	3.50	1.75	1	0.50	Flowstone Sculpture	R	5.00	3.40	1.75	1	0.60
Tokarian Serpent	U	0.00	3.00	1.75	1	0.13	Flowstone Wyvern	R	4.20	3.00	1.00	1	0.13
Touchstone	U	1.00	1.00	0.25	0	0.15	Foul's Temo	R	5.00	3.00	2.00	1	0.13
Tranquil Grove	R	0.00	4.50	2.00	1	0.25	Fugitive Druid	R	4.00	3.00	2.00	1	0.13
Urburg Justice	R	0.00	3.00	1.50	1	0.13	Furnace of Rath	R	7.00	6.00	3.00	2	0.13
Urburg Slaker	R	5.00	3.00	1.75	1	0.13	Fylmandir	U	1.00	1.00	0.50	1	0.25
Veteran Explorer	U	1.00	1.00	0.50	0	0.20	Galleon	U	1.00	1.00	0.50	1	0.01
Vodanir Illusionist	U	1.00	1.00	0.50	0	0.01	Gerard's Battle Cry	R	5.00	4.00	2.00	1	0.13
Volunteer Reserves	U	1.00	1.00	0.25	0	0.20	Ghost Town	U	2.00	1.00	0.50	1	0.13
Wave of Terror	R	5.00	3.00	1.50	1	0.13	Goblin Bombardment	U	2.00	1.00	0.50	1	0.13
Well of Knowledge	R	0.00	4.00	2.00	1	0.13	Gravestone	C	0.00	0.15	0.05	0	0.10
Winding Canyons	R	0.00	4.13	2.00	1	0.13	Grindstone	R	7.00	5.10	3.00	3	0.05
Xanthic Statue	R	0.00	3.99	1.75	1	0.13	Hamlet of Peace	R	5.00	3.00	1.00	1	0.13

TEMPEST

Complete Set		\$280.00	\$300.00	\$120.00	3	
Booster Pack		3.00	2.95	2.50	3	
Booster Display		100.00	69.00	79.20	4	0.95
Starter Deck		9.00	8.95	7.99	4	
Starter Display		99.99	69.00	75.00	4	
Typical Common		0.35	0.10	0.10	0	0.05
Abandon Hope	U	\$2.00	\$1.00	\$0.50	1	
Aftershock	C	0.05	0.15	0.05	0	0.10
Altar of Dementia	R	0.00	5.00	2.50	2	
Aurum	R	7.00	5.05	3.00	2	
Ancient Runes	U	1.00	1.00	0.50	1	
Ancient Tomb	U	2.00	1.00	0.50	1	
Angelic Protector	U	1.00	1.00	0.50	1	
Apes of Rath	U	1.00	1.00	0.50	1	
Apocalypse	R	5.00	5.00	2.50	2	
Armor Silver	U	1.00	1.00	0.50	1	
Aurating	R	4.00	3.00	2.00	1	

Item		High	Med	Low	TR	AV	Item		High	Med	Low	TR	AV
Kraklin	U	2.00	1.00	0.50	1	0.13	Root Maze	R	5.00	3.00	2.00	1	0.05
Leaching Lich	U	1.00	1.00	0.50	1		Rootbreaker Worm	C	0.00	0.22	0.05	0	0.03
Legacy's Allure	U	2.00	1.00	0.50	1	0.01	Rootwater Depths	U	2.00	1.00	0.50	1	0.13
Leyegem	U	1.00	1.00	0.50	1		Rootwater Diver	U	1.00	1.00	0.40	1	
Light of Day	U	2.00	1.00	0.50	1	0.10	Rootwater Meddler	R	5.00	3.40	1.00	1	0.50
Lightning Blast	C	0.50	0.25	0.05	0		Rootwater Shaman	R	5.00	3.00	1.00	1	
Lightning Elemental	C	0.50	0.15	0.05	0	0.10	Ruby Medallion	R	6.00	4.75	3.00	2	0.25
Living Death	R	10.00	7.00	5.00	5		Sacred Golem	R	4.00	3.00	1.75	1	
Lobotomy	U	3.00	2.00	0.75	2	0.10	Salt Flats	R	5.00	3.20	1.75	1	0.13
Lotus Petal	C	1.00	0.50	0.05	0		Salt Pits	R	0.00	4.50	3.00	2	
Maddening Imp	R	4.00	3.00	2.00	1	0.41	Sapphire Medallion	R	7.00	6.00	3.50	4	0.13
Magmaform	R	5.00	3.00	1.80	1		Sarcophagus	R	7.00	5.00	3.00	4	
Magnetic Web	R	4.00	3.00	1.75	1	0.05	Scabland	R	5.00	5.00	3.00	2	0.13
Mana Sovereign	R	5.00	4.00	2.00	1		Scalding Temp	R	6.00	5.00	3.00	3	
Mana Riders	C	0.50	0.20	0.05	0	0.05	Scorched Earth	R	5.50	4.00	1.75	1	0.13
Marble Titan	R	3.00	3.00	1.00	1		Scorpsion	U	3.50	1.50	0.50	1	
Master Decay	C	0.50	0.15	0.05	0	0.10	Screaming Herpy	U	1.00	1.00	0.50	1	0.25
Miner	R	3.50	3.00	1.00	1		Stell Rock	R	6.00	6.00	3.00	3	
Mist of Shadows	U	2.00	1.00	0.50	1	0.45	Staring Touch	U	2.00	1.00	0.50	1	0.13
Mold	R	0.00	0.00	0.00	3		Segmented Worm	U	1.00	1.00	0.50	1	
Mold	C	0.50	0.15	0.05	0	0.10	Selena, Dark Angel	R	3.00	5.00	3.00	2	0.21
Mold	U	1.50	1.00	0.50	1		Serene Offering	U	1.00	1.00	0.50	1	
Mold	R	0.00	0.00	0.00	1	0.01	Shadowstorm	U	1.00	1.00	0.50	1	0.21
Mold	C	0.00	0.00	0.00	1		Shedder	R	0.00	5.00	3.00	1	
Mold	R	0.00	0.00	0.00	1	0.13	Sky Spirit	U	2.00	1.00	0.50	1	0.13
Mold	C	0.00	0.00	0.00	1		Skyshroud Gander	U	1.00	1.00	0.40	1	
Mold	U	1.00	1.00	0.50	1	0.13	Skyshroud Elf	C	0.50	0.17	0.05	0	0.06
Mold	C	0.50	0.25	0.05	0		Skyshroud Forest	R	5.00	5.00	3.00	3	0.25
Mold	U	1.50	1.00	0.50	1	Skyshroud Vampire	U	1.00	1.00	0.50	1	0.05	
Mold	C	0.50	0.25	0.05	0	0.25	Soltari Crusader	U	1.00	1.00	0.50		1
Mold	U	1.50	1.00	0.40	1		Soltari Emissary	R	5.00	4.00	1.75	2	0.25
Mold	C	0.50	0.25	0.05	0	0.50	Soltari Guerrillas	R	5.00	3.75	1.75	2	
Mold	U	1.50	1.00	0.50	1		Soltari Monk	U	2.00	1.00	0.50	1	0.25
Mold	C	0.50	0.25	0.05	0	0.25	Soltari Priest	U	3.00	1.40	0.75	2	
Mold	U	1.50	1.00	0.50	1		Soltari Shrine	U	1.00	1.00	0.40	1	0.25
Mold	C	0.50	0.25	0.05	0	0.13	Soldmint	U	1.00	1.00	0.40	1	
Mold	U	1.50	1.00	0.50	1		Spirit Mirror	R	0.00	4.37	2.00	2	0.25
Mold	C	0.50	0.25	0.05	0	0.13	Spontaneous Combustion	U	2.00	1.00	0.50	1	
Mold	U	1.50	1.00	0.50	1								

Item	High	Med	Low	TR	✓	Item	High	Med	Low	TR	✓	Item	High	Med	Low	TR	✓	Item	High	Med	Low	TR	✓	
Gilded Drake	R	6.00	4.00	2.00	3		Sporogenesis	R	5.00	3.00	1.50	2	Hidden Gibbons	R	6.00	4.00	2.50	3	Ticking Gnomes	U	2.00	1.00	0.40	1
Glorious Anthem	R	8.00	5.00	3.00	3	0.98	Spreading Algae	U	1.50	1.00	0.50	1	Hope and Glory	U	1.50	1.00	0.50	1	Tinker	U	1.50	1.00	0.40	1
Goblin Cadets	U	1.50	1.00	0.50	1		Steam Blast	U	2.00	1.00	0.50	1	Impending Disaster	R	0.75	5.00	2.50	3	Treacherous Link	U	1.50	1.00	0.50	1
Goblin Luckey	U	2.00	1.00	0.50	1		Stern Proctor	U	1.50	1.00	0.50	1	Intervene	C	0.50	0.24	0.10	0	Treelock Mystic	C	0.50	0.23	0.10	0
Goblin Offensive	U	2.00	1.00	0.50	1		Stroke of Genius	R	18.00	10.00	5.00	5	Iron Maiden	R	8.00	4.00	1.75	3	Treetop Village	U	2.00	1.00	0.50	1
Grafted Skullcap	R	6.00	4.00	1.75	2		Sulfonic Vapors	R	5.00	3.00	1.75	2	Jhora's Toolbox	U	1.50	1.00	0.49	1	Unearth	C	0.35	0.20	0.10	0
Great Whale	R	7.00	5.00	3.00	4		Sunder	R	6.75	4.49	3.00	4	King Crab	U	1.50	1.00	0.49	1	Urza's Blueprints	R	6.00	4.00	2.00	2
Greater Golem	R	5.00	4.00	2.00	2		Tainted Aether	R	5.00	4.00	1.75	2	Knighthood	U	1.50	1.00	0.40	1	Vashino Bay	C	0.35	0.20	0.10	0
Greener Pastures	R	5.00	4.00	2.00	2		Telepathy	U	1.50	1.00	0.50	1	Last Omen Effect	U	1.50	1.00	0.50	1	Vashino Cutthroat	U	1.74	1.00	0.50	1
Guma	U	1.50	1.00	0.50	1		Temporal Aperture	R	8.75	4.25	3.00	3	Lava Ape	C	0.50	0.25	0.10	0	Vashino Heretic	U	1.50	1.00	0.40	1
Hawkeater Moth	U	1.50	1.00	0.50	1		Thran Quarry	R	12.00	6.00	5.00	5	Levitation	U	1.50	1.00	0.40	1	Vastland Janissary	C	0.35	0.24	0.10	0
Hermit of Serra	R	7.00	4.97	3.00	2	0.03	Thran Turbine	U	1.50	1.00	0.50	1	Lonely Wolf	U	2.00	1.00	0.50	1	Vigilant Drake	C	0.35	0.20	0.10	0
Hermetic Study	C	0.29	0.13	0.05	0	0.03	Thundering Giant	U	1.50	1.00	0.50	1	Lurking Storge	R	5.00	4.00	1.00	3	Walking Sponge	U	1.50	1.00	0.40	1
Hibernation	U	2.00	1.00	0.50	1		Time Spiral	R	20.00	14.00	5.00	5	Martyr's Cause	U	1.50	1.00	0.49	1	Weatherseed Elf	C	0.35	0.20	0.10	0
Hidden Ancients	U	1.50	1.00	0.50	1		Titania's Boon	U	1.50	1.00	0.50	1	Mimicry Jar	R	7.00	4.00	2.00	4	Weatherseed Faeries	C	0.35	0.20	0.10	0
Hidden Guerrillas	U	1.50	1.00	0.50	1		Titania's Chosen	U	2.00	1.00	0.50	1	Might of Oaks	R	8.50	6.00	4.00	5	Weatherseed Treelock	R	8.00	6.00	3.00	3
Hidden Herd	R	5.00	3.00	1.50	2		Totarian Academy	R	12.00	7.00	3.00	5	Misdirection	C	0.50	0.20	0.10	0	Wheel of Torture	R	5.00	4.00	1.00	2
Hidden Predators	R	5.00	3.00	1.50	2		Torch Song	U	2.00	1.00	0.50	1	Mistaken Identity	R	6.00	4.00	2.00	3	Wing Snare	U	1.50	1.00	0.40	1
Hidden Stag	R	5.00	3.00	1.75	2		Treelock Seedlings	U	1.50	1.00	0.50	1	Mistral Hydra	U	2.00	1.00	0.50	1	Yavimaya Granger	C	0.35	0.20	0.10	0
Hopping Automaton	U	1.50	1.00	0.50	1		Turnabout	U	2.00	1.00	0.50	1	Mistral's Maw	R	12.00	8.00	3.00	5	Yavimaya Scout	C	0.35	0.20	0.10	0
Ill-Gotten Gains	R	6.00	4.00	3.00	3	0.75	Umbilicus	R	6.00	4.00	2.00	2	Mistral's Maw	R	12.00	8.00	3.00	5	Yavimaya Warrior	C	0.35	0.22	0.10	0
Imaginary Pet	R	5.00	4.00	1.75	2	0.50	Urza's Armor	U	1.50	1.00	0.50	1	Mistral's Maw	R	12.00	8.00	3.00	5						
Imperial Hero	R	5.00	4.00	2.00	2		Vampire Embrace	U	2.00	1.00	0.50	1	Mistral's Maw	R	12.00	8.00	3.00	5						
Jagged Lightning	U	2.00	1.00	0.50	1		Veblid	R	5.00	3.00	1.75	2	Mistral's Maw	R	12.00	8.00	3.00	5						
Karn, Silver Golem	R	6.00	4.99	3.45	3		Veiled Apparition	U	1.50	1.00	0.50	1	Mistral's Maw	R	12.00	8.00	3.00	5						
Lay Waste	C	0.50	0.15	0.05	0		Veiled Crocodile	R	5.00	3.00	1.75	3	Mistral's Maw	R	12.00	8.00	3.00	5						
Lullaby	R	10.00	6.00	4.00	4	0.50	Veiled Sentry	U	2.00	1.00	0.50	1	Mistral's Maw	R	12.00	8.00	3.00	5						
Lightning Dragon	R	10.00	6.00	4.00	4	0.75	Vernal Bloom	R	5.00	4.00	2.00	2	Mistral's Maw	R	12.00	8.00	3.00	5						
Litling Refrain	U	1.50	1.00	0.50	1		Vashino Sandswimmer	R	5.00	3.00	1.75	2	Mistral's Maw	R	12.00	8.00	3.00	5						
Longing Mirage	U	1.50	1.00	0.50	1		Vietnam	U	2.00	1.00	0.50	1	Mistral's Maw	R	12.00	8.00	3.00	5						
Lotus Blossom	R	7.00	5.00	3.00	3		Vile Requiem	U	2.00	1.00	0.50	1	Mistral's Maw	R	12.00	8.00	3.00	5						
Lurking Evil	R	5.00	4.00	2.00	2		Voice of Grace	U	1.50	1.00	0.50	1	Mistral's Maw	R	12.00	8.00	3.00	5						
Mana Leech	U	1.50	1.00	0.50	1		Voice of Law	U	1.50	1.00	0.50	1	Mistral's Maw	R	12.00	8.00	3.00	5						
Metamorph	U	2.00	1.00	0.50	1		Vortice Key	U	2.00	1.00	0.50	1	Mistral's Maw	R	12.00	8.00	3.00	5						
Metronome	R	5.00	4.00	2.00	2		Vug Lizard	U	1.50	1.00	0.50	1	Mistral's Maw	R	12.00	8.00	3.00	5						
Midsummer Revel	R	6.00	4.00	2.00	2		Wall of Junk	U	2.00	1.00	0.50	1	Mistral's Maw	R	12.00	8.00	3.00	5						
Mishra's Hells	R	6.75	5.00	2.50	4		War Dance	U	1.50	1.00	0.50	1	Mistral's Maw	R	12.00	8.00	3.00	5						
Motive Fort	U	1.50	1.00	0.50	1		Waylay	U	2.00	1.00	0.50	1	Mistral's Maw	R	12.00	8.00	3.00	5						
Monk Idealist	U	2.00	1.00	0.50	1		Western Paladin	R	5.00	4.00	3.00	2	Mistral's Maw	R	12.00	8.00	3.00	5						
Morphling	R	8.00	5.00	3.00	3	0.38	Whetstone	R	6.00	4.00	2.00	2	Mistral's Maw	R	12.00	8.00	3.00	5						
No Rest for the Wicked	U	1.50	1.00	0.50	1		Whirwind	R	5.00	4.00	2.00	2	Mistral's Maw	R	12.00	8.00	3.00	5						
Noetic Scales	R	5.00	4.00	2.00	2		Wildfire	R	8.00	4.00	3.00	2	Mistral's Maw	R	12.00	8.00	3.00	5						
Okk	R	5.00	3.98	1.75	2	0.02	Windfall	U	2.00	1.00	0.50	1	Mistral's Maw	R	12.00	8.00	3.00	5						
Opal Acrothit	U	1.50	1.00	0.50	1		Wirecra	U	1.50	1.00	0.50	1	Mistral's Maw	R	12.00	8.00	3.00	5						
Opal Archangel	R	6.75	5.00	2.00	2		Witch Engine	R	5.00	4.00	1.75	2	Mistral's Maw	R	12.00	8.00	3.00	5						
Opal Titan	R	6.00	4.00	2.00	2		Worn Powerstone	U	2.00	1.00	0.50	1	Mistral's Maw	R	12.00	8.00	3.00	5						
Oppression	R	5.95	4.00	2.00	3		Worship	R	8.00	6.00	3.00	4	Mistral's Maw	R	12.00	8.00	3.00	5						
Order of Yavimoth	U	2.00	1.00	0.50	1		Yavimoth's Edict	U	2.00	1.00	0.50	1	Mistral's Maw	R	12.00	8.00	3.00	5						
Outmaneuver	U	1.50	1.00	0.50	1		Yavimoth's Will	R	12.00	5.00	3.00	3	Mistral's Maw	R	12.00	8.00	3.00	5						
Parasitic Bond	U	1.50	1.00	0.50	1		Zephid	R	6.00	4.00	2.00	3	Mistral's Maw	R	12.00	8.00	3.00	5						
Pariah	R	6.75	4.00	3.00	3		Zephid's Embrace	U	2.00	1.00	0.50	1	Mistral's Maw	R	12.00	8.00	3.00	5						
Peregrine Drake	U	1.50	1.00	0.50	2																			
Persecute	R	8.00	5.00	4.00	4																			
Physician Colossus	R	7.00	4.98	3.00	2	0.98																		
Physician Processor	R	9.00	5.00	3.50	4	1.00																		
Physician Tower	R	6.75	4.00	2.00	2																			
Pit Trap	U	1.50	1.00	0.50	1																			
Planar Birth	R	5.95	4.00	2.00	2																			
Planar Void	U	2.00	1.00	0.50	2																			
Presence of the Master	U	2.00	1.00	0.50	1																			
Priest of Gix	U	2.00	1.00	0.50	2																			
Priest of Titania	C	0.49	0.15	0.05	0																			
Purging Scythe	R	5.00	3.95	1.75	2	0.05																		
Rain of Filth	U	1.50	1.00	0.50	1																			
Rain at Salt	U	1.50	1.00	0.50	1																			
Recantation	R	5.00	4.00	2.00	2																			
Reckless Wight	U	1.50	1.00	0.50	1																			
Redeem	U	1.50	1.00	0.50	1																			
Remembrance	R	6.00	4.00	3.00	2																			
Reprocess	R	5.95	4.00	2.00	3																			
Retaliation	U	1.50	1.00	0.50	1																			
Reward	C	0.50	0.18	0.05	0	0.03																		
RoP Artifacts	U	4.00	1.00	0.50	2																			

Item	High	Med	Low	TR	*/	Item	High	Med	Low	TR	*/	Item	High	Med	Low	TR	*/	Item	High	Med	Low	TR	*/		
Impending Disaster	R	39.00	15.00	7.00	5	5.0	Brass Secretary	U	1.00	1.00	0.40	1	Soil Feast	U	2.00	1.00	0.50	1	Opalescence	R	22.95	17.50	4.00	5	1.0
Intervene	C	6.00	3.00	1.00	4	1.0	Brine Seer	U	2.00	1.00	0.50	2	Sowing Salt	U	2.00	1.00	0.49	2	Opposition	R	35.00	20.00	8.00	4	1.0
Iron Maiden	R	32.00	13.50	5.00	5	1.0	Bubbling Beesbles	C	0.50	0.13	0.10	0	Splinter	U	2.00	1.00	0.50	2	Pattern of Rebirth	R	30.00	21.48	7.00	4	1.0
Jhora's Toolbox	U	15.00	6.50	3.00	5	1.0	Bubbling Mock	C	0.50	0.13	0.10	0	Squirming Mass	C	0.50	0.13	0.10	0	Physician Monitor	C	5.00	2.99	2.00	4	1.0
Karnie Guide	R	35.00	17.50	4.00	5	1.0	Caltraps	U	2.00	1.00	0.50	1	Storage Matrix	R	7.50	5.00	2.50	4	Physician Negator	R	30.00	19.99	8.00	4	1.0
King Crab	U	10.00	5.50	3.00	5	1.0	Capashen Knight	C	0.50	0.13	0.10	0	Taunting Elf	C	0.50	0.13	0.10	0	Plague Dogs	U	8.95	5.00	4.00	4	1.0
Kingfish	U	10.00	5.50	2.00	5	1.0	Capashen Standard	C	0.50	0.13	0.10	0	Teletapic Spies	C	0.50	0.13	0.10	0	Plated Spider	C	5.00	2.99	2.00	4	1.0
Last Ditch Effort	U	10.00	5.98	3.00	5	1.0	Capashen Templar	C	0.50	0.13	0.10	0	Temporal Adept	R	7.00	5.00	3.00	3	Plow Under	R	25.00	19.99	8.00	4	1.0
Levitation	U	10.00	5.50	3.00	5	1.0	Carnival of Souls	R	5.00	4.00	1.25	3	Tethered Griffin	R	6.00	4.00	2.00	4	Powder Keg	R	40.00	20.00	5.00	4	1.0
Lone Wolf	U	10.00	5.50	3.00	5	1.0	Chime of Night	C	0.50	0.13	0.10	0	Thieving Magpie	U	2.00	1.00	0.50	2	Private Research	U	15.00	6.50	4.00	4	1.0
Lurking Skurge	R	20.00	12.00	5.00	5	1.0	Cinder Seer	U	2.00	1.00	0.50	2	Thorn Elemental	R	8.00	6.00	4.50	5	Quash	U	30.00	6.00	5.00	4	1.0
Martyr's Cause	U	10.00	5.00	3.00	5	1.0	Colos Yearling	C	0.50	0.13	0.10	0	Thran Dynamo	U	2.00	1.00	0.50	1	Rapid Decay	R	25.00	18.00	8.00	4	1.0
Memory Jar	R	35.00	15.00	3.75	5	1.0	Compost	U	1.00	1.00	0.40	1	Thran Foundry	U	2.00	1.00	0.45	1	Ravenous Rats	C	5.00	3.00	2.00	4	1.0
Might of Oaks	R	48.00	25.00	8.00	5	1.0	Conjunct	R	8.00	5.97	4.00	5	Tormented Angel	C	0.50	0.13	0.10	0	Rayne, Acid Chancellor	R	40.00	20.00	7.00	4	1.0
Misdirection	C	30.00	3.00	1.00	4	1.0	Covenious Dragon	R	2.00	1.00	0.40	1	Treachery	R	10.00	5.00	3.00	4	Reliquary Monk	C	5.00	2.99	2.00	4	1.0
Molten Hydra	R	35.00	15.00	4.00	5	1.0	Disappear	U	2.00	1.00	0.40	1	Trusted Blast	C	0.50	0.13	0.10	0	Reperisum	R	25.00	19.00	4.00	4	1.0
Mother of Ruins	U	12.00	6.50	3.00	5	1.0	Disease Carriers	C	0.50	0.13	0.10	0	Twisted Experiment	C	0.50	0.13	0.10	0	Replenish	R	45.00	20.00	4.00	4	1.0
Mullins, Mara Sorcerer	R	60.00	24.00	5.00	5	1.0	Donate	R	6.00	4.00	2.00	3	Unlabeled Experiment	C	0.50	0.13	0.10	0	Rescue	C	5.00	2.99	2.00	4	1.0
Mullins's Acolyte	C	8.00	3.00	1.00	5	1.0	Dying Wall	C	0.50	0.13	0.10	0	Urza's Incubator	R	6.50	4.00	2.50	3	Rotifolios, Llan Emissary	R	45.00	22.95	8.00	4	1.0
Mullins's Presence	U	12.00	5.50	3.00	5	1.0	Elvish Lookout	C	0.50	0.13	0.10	0	Voice of Duty	U	1.00	1.00	0.50	1	Sanctum	U	20.00	6.50	3.00	4	1.0
No Mercy	R	39.00	20.00	4.00	5	1.0	Elvish Piper	R	3.00	5.00	3.00	3	Wake of Reason	U	1.00	1.00	0.50	1	Scent of Cinder	C	8.00	2.99	2.00	4	1.0
Opal Avenger	R	20.00	12.00	3.75	5	1.0	Empire Crocodile	R	8.00	5.00	3.00	5	Wake of Destruction	R	8.00	6.00	3.00	4	Scour	U	8.95	6.00	4.00	4	1.0
Opal Champion	C	8.00	3.00	1.00	4	1.0	Enroach	U	2.00	1.00	0.50	1	Wall of Glare	C	0.50	0.13	0.10	0	Serping Glass	R	25.00	15.00	4.00	4	1.0
Opportunity	U	15.00	7.00	3.00	5	1.0	Erradicate	U	2.00	1.00	0.50	2	Wild Colos	C	0.50	0.13	0.10	0	Serra Advocate	U	8.95	6.00	3.00	4	1.0
Ostracize	C	6.00	3.00	1.00	4	1.0	Extruder	U	2.00	1.00	0.49	1	Yammya Elder	C	0.50	0.13	0.10	0	Sign of Sleep	C	10.00	2.99	2.00	4	1.0
Palinchron	R	55.00	20.00	7.00	5	1.0	False Prophet	R	9.00	5.99	3.00	3	Yammya Enchantress	U	1.00	1.00	0.50	1	Skittering Horror	C	8.00	3.00	2.00	4	1.0
Parch	C	9.00	3.00	1.00	5	1.0	Fatigue	C	0.50	0.13	0.10	0	Yammya Hollow	R	7.00	5.00	3.00	4	Soil Feast	U	8.95	6.99	3.00	4	1.0
Peace and Quiet	U	12.00	5.50	2.00	5	1.0	Fend Off	C	0.50	0.13	0.10	0	Yawgmoth's Bargain	R	12.00	8.00	5.00	5	Sowing Salt	U	8.95	6.00	4.00	4	1.0
Physician Defender	U	10.00	5.00	3.00	5	1.0	Festering Wound	U	2.00	1.00	0.50	1	Academy Rector	R	30.00	19.00	7.00	5	1.0						
Physician Flagbearer	R	22.00	12.00	2.50	5	1.0	Field Surgeon	C	0.50	0.13	0.10	0	Althier Sting	U	8.95	6.00	4.00	4	1.0						
Physician Reclamation	U	10.00	5.00	2.00	5	1.0	Flame Jet	C	0.50	0.13	0.10	0	Ancient Silverback	R	30.00	20.00	7.00	4	1.0						
Plague Beetle	C	6.00	2.75	1.00	4	1.0	Fleeting Osprey	C	0.50	0.13	0.10	0	Apprentice Necromancer	R	25.00	15.00	7.00	4	1.0						
Plague Collapse	R	35.00	20.00	7.00	5	1.0	Flicker	R	5.00	4.00	2.00	3	Archery Training	U	2.00	1.00	0.50	1	Thran Foundry	U	30.00	7.00	5.00	4	1.0
Purity	R	25.00	13.50	4.00	5	1.0	Fodder Cannon	U	2.00	1.00	0.50	1	Attention	R	25.00	20.00	7.00	4	1.0						
Pyrmy Pyrosaur	C	6.00	3.00	1.00	4	1.0	Gamekeeper	U	2.00	1.00	0.40	1	Aura Thief	R	24.00	18.00	7.00	4	1.0						
Pyromancy	R	35.00	20.00	6.00	5	1.0	Goblin Berserker	U	2.00	1.00	0.49	1	Blizzard Elemental	R	35.00	15.00	6.00	4	1.0						
Quicksilver Amulet	R	27.00	15.00	5.00	5	1.0	Goblin Festival	R	6.00	3.50	1.75	3	Bloodshot Cyclops	R	40.00	19.00	7.00	4	1.0						
Rack and Run	U	12.00	6.00	3.00	5	1.0	Goblin Gardener	C	0.50	0.13	0.10	0	Body Snatcher	R	29.00	17.50	7.00	4	1.0						
Radiant Archangel	R	55.00	20.00	5.00	5	1.0	Goblin Marshal	R	6.00	4.00	1.75	5	Braidwood Cup	U	15.00	6.00	4.00	4	1.0						
Radiant's Dragons	U	12.00	7.00	2.00	5	1.0	Goblin Masons	C	0.50	0.13	0.10	0	Braidwood Sextant	U	15.00	6.00	3.00	4	1.0						
Radiant's Judgment	C	15.00	2.75	1.00	4	1.0	Goliath Beetle	C	0.50	0.13	0.10	0	Brass Secretary	U	8.95	6.00	3.00	4	1.0						
Rancor	C	12.00	3.00	1.00	4	1.0	Heart Warden	C	0.50	0.13	0.10	0	Brine Seer	U	8.95	6.00	4.00	4	1.0						
Rank and File	U	12.00	5.50	3.00	5	1.0	Hawking Ogre	C	0.50	0.13	0.10	0	Bubbling Beesbles	C	5.00	3.00	2.00	4	1.0						
Raven Familiar	U	10.00	5.00	2.00	5	1.0	Hunting Moa	U	2.00	1.00	0.50	2	Bubbling Mock	U	8.00	2.99	2.00	4	1.0						
Rebuild	U	10.00	5.50	3.00	5	1.0	Illuminated Wings	C	0.50	0.13	0.10	0	Caltraps	U	8.95	6.00	3.00	4	1.0						
Repopulate	C	7.00	2.75	1.00	4	1.0	Impatience	R	6.00	4.00	2.50	3	Capashen Standard	C	5.00	2.99	2.00	4	1.0						
Ring of Gix	R	75.00	50.00	5.00	5	1.0	Incendiary	U	2.00	1.00	0.50	1	Carnival of Souls	R	25.00	15.00	4.00	4	1.0						
Rivalry	R	20.00	12.00	4.00	5	1.0	Indescent Drake	U	2.00	1.00	0.40	1	Cinder Seer	U	15.00	6.99	4.00	4	1.0						
Scrapheap	R	30.00	14.00	5.00	5	1.0	Ivy Seer	U	2.00	1.00	0.49	2	Compost	U	8.95	6.00	3.00	4	1.0						
Seedling Chance	R	45.00	18.00	6.00	5	1.0	Jasmine Seer	U	2.00	1.00	0.50	2	Covenious Dragon	R	82.00	22.48	6.25	5	1.0						
Shivan Phoenix	R	34.00	20.00	7.50	5	1.0	Junk Diver	R	5.00	4.00	2.00	3	Disappear	R	5.00	6.50	3.00	4	1.0						
Sick and Tired	C	6.00	2.75	1.00	4	1.0	Keldin Champion	U	2.00	1.00	0.50	1	Disease Carriers	C	5.00	2.99	2.00	4	1.0						
Simian Grunts	C	8.00	4.00	1.00	5	1.0	Kethin Vandal	C	0.50	0.13	0.10	0	Donate	R	25.00	15.00	7.00	4	1.0						
Spawning Pool	U	12.00	7.00	3.00	5	1.0	Kingfisher	C	0.50	0.13	0.10	0	Elvish Lookout	C	5.00	2.99	2.00	4	1.0						
Subsersion	R	25.00	15.00	5.00	5	1.0	Landslide	U	2.00	1.00	0.40	1	Elvish Piper	R	40.00	22.48	5.00	4	1.0						
Sustainer of the Realm	U	12.00	5.50	2.00	5	1.0	Lurking Jackals	U	2.00	1.00	0.50	1	Empire Crocodile	R	35.00	20.00	6.25	5	1.0						
Swat	C	6.00	2.75	1.00	4	1.0	Magnify	C	0.50	0.13	0.10	0	Enroach	U	20.00	6.99	4.00	4	1.0						
Tethered Skurge	U	10.00	5.00	3.00	5	1.0	Mantis Engine	U	1.00	1.00	0.50	1	Erradicate	U	30.00	6.99	5.00	4	1.0						
Thornwood Faeries	C	6.00	3.00	1.00	4	1.0	Mark of Fury	C	0.50	0.13	0.10	0	Extruder	U	8.95	6.00	4.00	4	1.0						
Thran Lens	R	25.00	15.00	5.00	5	1.0	Marker Beetles	C	0.50	0.13	0.10	0	False Prophet	R	45.00	20.00	8.00	4	1.0						
Thran War Machine	U	10.00	5.00	3.00	5	1.0	Mask of Luv and Grace	C	0.50	0.13	0.10	0	Fatigue	C	5.00	2.99	2.00	4	1.0						
Thran Weaponry	R	20.00	12.00	5.00	5	1.0	Master Healer	R	5.00	4.00	2.00	3	Fend Off	C	5.00	2.99	2.00	4	1.0						
Ticking Gnomes	U	10.00	6.50	2.00	5	1.0	Mastlone	R	10.00	5.00	2.25	3	Festering Wound	U	8.95	6.00	4.00	4	1.0						
Tinker	U	12.00	6.00	2.00	5	1.0	Merrin Discipline	C	0.50	0.13	0.10	0	Flame Jet	C	5.00	2.99	2.00	4	1.0						
Tragic Poet	C	6.00	2.75	1.00	4	1.0	Metahorker	R	6.00	4.49	2.95	4	Flicker	R	25.00	15.00	4.00	4	1.0						
Treacherous Link	U	12.00	6.50	3.00	5	1.0	Metathran Elite	U	2.00	1.00	0.49	1	Fodder Cannon	U	8.95	5.00	4.00	4	1.0						
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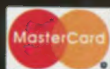
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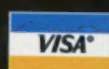
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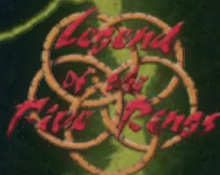
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BACKDECK

The most important thing you will ever read in your whole life.

by Cory "Bitter Bear" Herndon

How to Become a Millionaire in Three Easy Steps

AFTER THE GREAT TCG RUSH OF '94, the Fairly Impressive TCG Boom of '95, the Not-Quite-as-Inspired TCG Surge of '96, and the Lean Season of '97-'98, 1999 saw the launch of several new games—from **Tomb Raider** to **Young Jedi** to some game called **Pokémon**. I think it's French.

No doubt you, too, will soon want to enter the thriving TCG market with a game of your own. But hey, it's a cruel world, kid—especially, let's face it, for someone like you—so don't waste your time furrowing your simian brow trying to come up with an original idea. Ain't gonna happen. Instead, use this handy TCG construction kit.

1

Mix 'n' Match Game Namer

No name, no game. Trust me on this, game designers *always* come up with the name first. Take one from column **a**, one from column **b**, and one from column **c**:

Pokey	Mayhem	The Bludgeoning
Jurassic	Crack	Jamboree
Propecia	Vampire	Action Theatre
Butt	Death	The Showering
Orangutan	Trooper	Deathblow
Mud	S.U.V.	Beyond Neptune
Boom	Monkey	The Fattening
C.H.U.D.	Foot	3000 A.D.
Flatulence	Trucker	Project
Homicidal Clown	Ranger	Kersplat!

3

The Golden Rule

The great screenwriter William Goldman once wrote that the golden rule of Hollywood is:

"Nobody knows ANYTHING."

Well, I don't know about that, but I do know that the Golden Rule of card games could well be:

"Nobody's ever happy."

The more people complain, the happier they really are. Trust me on this. It's all in the design.

2

Gameplay Features

Every game needs "gameplay features"—little elements that set it off from the rest of the TCG pack. Too many, and only unemployed college students will play your game. Too few, and even the most rabid fanboy/girl will lose interest and go back to selling foil Pikachu on eBay. Here are some sure-fire winners to add marketing sparkle to your new TCG:

Cards. I can't stress this enough, people. Without cards, (virtual or otherwise, both of you **Sanctum** players) there's no game. Usually, you'll want them all to be the same size, and often they're rectangular. Eventually, you'll put stuff on the cards....

Card Art. Funny primates that we are, we humans love looking at pretty pictures. Put art on your cards, or they become weird, boring little cards with, um, no art. For your first game, you may wish to simply cut out illustrations from an old, cherished family photo album. Especially those pictures of your sister.

Rules and Card Text. Come up with some way to pit your cards against each other, probably involving tapping (but don't call it that; that's patented). Then write a bunch of rules violations. These violations will become your card text.

Say, for your new **Care Bear Battles** TCG you pit your cute 'n' cuddly Care Bear against another cute 'n' cuddly Care Bear in a no-holds-barred grudge match. A veritable melee of carin' and sharin'. You play cards to decide how much damage Share Bear, for instance, will inflict upon Love-a-Lot Bear when she rips into that little pink sucker's esophagus with her razor sharp claws. "Spend One Point of Caring: Target Care Bear gets impaled on a big sharp stick for 25 points of damage" would be an example of card text.

Gimmick, License, or Celebrity

Spokesmodel. So **Care Bear Battles** is ready to go into production, but who's going to buy it? No one knows who you are. Let's face it, why should they? They've never heard of you, punk, and they probably wouldn't like you if they met you. For that matter, the last time I heard anyone mention the Care Bears was back in '87, and I'm pretty sure it was part of a shuttle Challenger joke. What if, instead of lame-ass generic **Care Bear Battles**, you tried to drum up support for **Charles Nelson Reilly's Care Bear Battles**? **Stanley Kubrick Presents Full Metal Care Bear Battles**? **Homicide: Life on the Care Bear Battles**? Why, you'd be writing your own ticket, kid, that's what.

ANY PORT IN A STORM

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The *Mercadian Masques* novel ties directly to the *Magic: The Gathering*—*Mercadian Masques*™ expansion. Get the story behind the cards and experience the adventure only hinted at in flavor text.

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September 1999

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